INFINITE
REVOLUTION

GWENDOLYN CLARK

For Sasha, Juno, Ada, Ash, and Rob.
You keep my turbine spinning.

ALL SYSTEMS TEND TOWARDS ENTROPY.

When times were simpler, easier to explain, this was a universal constant. A comfort, in a way. No matter how terribly it all went, no matter how many horrors we visited upon ourselves, our planets, the universe—it would all return to void in the end. What a relief, right?

R-STATE changed that.

831 years ago a piece of the universe tore open and our understanding of thermodynamics went up with it, never to return. We called it ROIL, a specific alien frequency emanating from certain human beings: untraceable, incomprehensible, and, somehow, entirely benign—

At least it was, ‘til desks and doors and consoles and ship controls, anything and everything a Roiling human touched, started bubbling, shimmering, sublimating to floating motes of white-hot sparkling radiance: R-STATE. A human’s Roil syncs frequency with any physical matter on contact, producing under ideal conditions a pseudostable system that tends impossibly but undeniably towards ENERGY.

The REVOLVER DRIVE is the apotheosis of our understanding, as it is, of R-STATE: a ceramic turbine in a custom-molded H-carbide shell, machined to the nanometer for maximal resonance with a single Roil emanation. Capable of producing astounding amounts of usable energy, as long as you find something that can handle the constant, ever-ascending throughput—

Something like you.

That's the quirk of the Revolver Drives, of R-STATE—they don't turn off. They *can't* turn off. Infinitely-escalating resonance is the default; forcing things in the other direction requires enormous amounts of thermodynamic effort and even then the best you'll get is a delay. There has never been a successful case of an R-Drive returning to a lower energy state, and it's likely there never will be. Every point is a point of no return, every peak a valley.

It only goes up.

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YOU ARE REVOLVER

SCREAMING through the void along relativity's bleeding edge, clad in starlight and fire, painting glistered fractal burntrails in your wake—

piercing the Veil, bright and defiant, a meteor through dark water, a white-hot knife carving away the tide of boiling unlight—

a turbine in your heart, forever spinning, a bone-deep thrum like fission up your spine, forever pushing you **HOTTER/QUICKER/BRIGHTER—**

Your cannons **ROAR**
Your missiles **HISS**
Your blades **SING**

You are **REVOLVER,** Humanity's last and greatest hope.

You **breathe stardust**.
You **eat darkness.**
You **guard dreams.**
You **bleed light.**

Now rev your Drive, and let's find out **what that means to you.**

INTRODUCTION

In INFINITE REVOLUTION, you play as a **Revolver**—a human with a hypersonic turbine for a heart—and their Revolver Drive, an infantry-scale exosuit forged from and fueled by the concentrated light of their **hopes, fears, and dreams.** Together, you are sworn to defend your solar system against the entropic scourge of the Veil.

The interplay between a Revolver, their Drive, and the Veil—the living, feeling human, the invincible cosmic protector, and looming existential threat they both face—forms the thematic core of INFINITE REVOLUTION, and is central to the types of stories this game is designed to tell. For better or worse, your Drive sets you starkly apart from the rest of Humanity—to most, you're a living myth, a symbol that there's **something left to fight for.**

THE PAST

Once, Revolvers were pathfinders: trusted navigators, talented engineers, and living power sources, vanguards of Humanity's first eager steps beyond Prima Sol. They lent the limitless energy of their implanted Drives to tear breaches in spacetime, bearing early-gen colony cruisers safely through to stars unknown, and helped lay the foundations for the first Veilspace Gates. Their turbines burned with the promise of limitless freedom, a brilliant new future for Earth and beyond.

Centuries on, their V-Gates lie cold and empty. The stars have vanished into darkness, and the ever-swelling tide of the Veil encroaches further across the Jovian Belt. Prima Sol is cornered, cut off from its sister systems, but the **fight isn't over yet.**

NOW

The galaxy has gone dark. The Veil—a legion of bizarre paracausal anti-life, ruthless predators made of animate entropy—have swept across the Milky Way, shrouding the stars themselves in a curtain of hungry shadow. Their presence has disrupted both entanglement comms and V-Gate travel, leaving the fate of the systems beyond Prima Sol to grim speculation. Not that you have time to speculate.

In the decades since their first appearance, the Veil have covered vast swathes of stellar space in their shroud of shimmering darkness, growing stronger with every planet they consume. Now, they mass their forces in the Jovian Belt, preparing to launch a full-scale assault on the remains of Humanity. If the Veil take Jupiter, Prima Sol is as good as lost. The gas giant's mass will fuel an all-consuming tide of entropy, strong enough to wipe away any hope of resistance.

Humanity has drawn their line. **It's up to you to hold it.**

GETTING STARTED

To play INFINITE REVOLUTION, you'll need 3-5 people, some six-sided dice (⚅⚅) for each player, a way to track your character's stats, and, optionally, something to sketch on.

During play, one person will act as GM—creating scenarios, describing outcomes, and directing foes during combat—while the rest play as members of a *Brace*, a close-knit fireteam of Revolvers who live, train, and fight together.

These roles aren't set in stone: some groups might prefer to rotate the role of GM between mission arcs, or even between individual sessions of play. Find a balance that works for you.

THE FUNDAMENTALS

INFINITE REVOLUTION lives in three distinct *phases of play*:

Combat, where you'll battle the Veil directly in high-stakes relativistic dogfights. Combat play is fast, tactical, and turn-based, with you and your allies wielding an arsenal of deadly weapons and cosmic powers—while trying not to **BURNUP** or **Zero Out.**

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Crisis, where you and your Brace race against the clock to solve Humanity's problems—exploring, rescuing, defending, sabotaging, or completing other critical objectives before time runs out. Crisis play is about applying your Revolver's unique skills, making hard decisions, and working together to find creative solutions to dangerous, difficult situations.

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Cradle, where your Brace returns home to rest, recover, mourn, carouse, and otherwise tend to Earthly needs. Cradle play is a chance to take a breath—to manage RPM advancement, refit and customize your Drive, and bond (or clash) with your fellow Revolvers.

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You'll usually play out scenes from all three phases over the course of a mission, though not necessarily in the order above.

CHECKS

If the stakes of a scene would make the outcome of your actions interesting, cool, or dramatic, make a *check*. A basic check works like this:

First, pitch your approach. What do you want and how are you getting it?

Next, build a pool of d6s based on context or character ratings (for example, a Spark or your Drive's Sights).

Then, **roll**. If the *highest* die is:

- ⚀-⚂: **Null**. Complications. Things get worse.
- ⚃-⚄: **Weak Hit**. Success, with complications.
- ⚅: **Strong Hit.** Success. No strings.
- ⚅⚅+ (Two or more 6s): **Crit**. Success, with superluminary style.

If you'd ever need to roll a check with 0 dice (maybe your Sparks don't apply, or maybe you're trying something very difficult), you can always **Wing It**: roll 2d6 and take the lowest die. If you manage to roll two 6s while you're **Winging It**, you still **Crit**!

SAVES

When you're trying to react to or endure danger, the GM or a game effect can call for a *save*. Roll 1d6—on a 4+, you succeed, otherwise, you fail.

PUSH YOUR LIMITS

When you **Push Your Limits**, you coax your Drive past its safe operating resonance to attempt something rules-bending, odds-defying, or otherwise incredible. Roll d6 equal to your current Drive Stress (or 1d6, if you're at 0 Stress), and if the *lowest* die is:

- ⚄-⚅: You get what you want, and clear 2 Drive Stress.
- ⚁-⚃: You get what you want, but you take 1 Drive Stress.
- ⚀: You get what you want, but clear all Drive Stress and take a point of Drive Burn.

DRIVE STRESS & DRIVE BURN

When you use your Drive powers, boost a check in Crisis, or take certain nasty hits in Combat, you'll take *Drive Stress*, short-term strain on your Drive's core turbine. It begins at 0, accumulates as you play, and can be reduced (or even reset back to 0) during the post-mission Cradle phase.

Drive Stress has no negative effects on its own—but the more you have, the more dangerous it is to **Push Your Limits**, and the higher your risk of taking *Drive Burn*.

Drive Burn is permanent damage to the turbine that keeps your atoms at a stable frequency. When you take a point of burn, choose any of your core's *Burn Scars*—permanent side effects that alter your character—and mark it off. You bear the chosen scar for the rest of the game.

The fifth scar on each Core's list is **BURNUP**, an irreversible positive feedback loop that grants you a massive short-term boost in power. While in **BURNUP**, you *ignore* all additional Drive Burn you take for any reason—but at the end of the scene you trigger it, you sublimate into R-STATE, and your Revolver's story ends.

You only get one **BURNUP**. Make it count.

CHARACTER BASICS

Revolvers are born human, with all the dizzying breadth of experience that implies. Keep these questions in mind as you find the basics of your character:

- **Who were you before the Drive?** The Roil can ignite in anyone, regardless of age, culture, gender, or class. Think about the person you were before you got your turbine: were you born on Earth, a colony, or another system entirely? If you aren't native to Prima Sol, how did you get here?

- **How did you Roil?** Was it painful? Exciting? Scary? Traumatic? Was it destructive or quickly contained? How long did it last? How did those around you react? How do you feel about it now?

- **Do you like being a Revolver?** Was it a lifelong dream? A duty you felt bound to fulfill? Something you fell into, because you weren't sure what else to do? Have you grown to enjoy it? Become jaded or resentful? Or are you still not sure how you feel, even now?

- **How do you feel about the Veil?** Do they scare you? Anger you? Fascinate you? Do you think they're sapient? Conquerers? Mindless drones? Something else entirely? Do you fight them for Humanity, or is it personal?

- **How do you feel about your Brace?** Are they friends, rivals, mentors, lovers? Something messily in-between? Do you hold them close, or just hope they get the job done? Do you have a history, good or bad? Do they reciprocate your feelings, whatever they are? Think of these for each Revolver you fly with—the answers will be different.

- **What do you want?** In the short-term, the long term, or the any-term. Is there a goal you're working towards? Something to push you forward? Or are you taking things one mission at a time?

- **Do you think we can win?** Be honest. No wrong answer.

SPARKS

Once you have a loose idea of your character as a person, you'll need to find what makes them shine: their *Sparks*.

A Spark is a word or short phrase that represents a defining facet of your character, something iconic and powerful they do better than almost anyone else. This can be nearly anything: a special ability granted by their Drive, a personality trait, a signature move, a trope they embody, a beautiful weapon, and so on.

Sparks can be grounded ("Giant Antimat Rifle", "Smooth Negotiator") or abstract ("Terror Queen", "Brighter Than The Sun"), but they should always be specific and evocative. They also shouldn't give explicit gameplay benefits: they're narrative templates for you to define what's cool, weird, or fascinating about your one-of-a-kind Revolver.

Every spark has:

- A **name** and short description.

- A **strength rating**—how many dice you roll when you make checks using that Spark.

- **Two limiters**, restrictions or caveats on what the Spark can do. If you're trying to do something that plays against one of your limiters, it'll cost additional dice, or otherwise be harder in some way (GM discretion). A good way to make these is to ask a leading question about the Spark, then answer it—that answer becomes your limiter.

As a freshly-spun Revolver, you start with 3 Sparks, each at strength 2. The following pages have a few examples—you can use them as a jumping-off point to create your own sparks, or just pick one as-is and adapt it to your character by answering the questions (the Limiters aren't the questions themselves, they're the answers to them!) If you still aren't sure, you can always wait to pick some or all of your sparks until you've built your character's Revolver Drive, and let their theming and abilities inform your Sparks instead of the other way around.

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EXAMPLE SPARKS

LEGIONFORME

Revolvers can't be everywhere at once. You are the exception. Your Drive can split itself into arbitrary subdivisions, each acting independently but under your control.

LIMITER: You still only have one Revolver's worth of power. What happens as you spread yourself thin?

LIMITER: The sub-Drives are alien echoes of the real you. What unnerving limitations do they have?

THRICE AS BRIGHT

You are the blinding glow of the accretion disk, a candle-inferno burning from all the edges in. You and your Drive thrive under stacked odds and extreme pressure. Nothing can stop you but yourself.

LIMITER: No one else shines brighter. No one else pushes harder. No one else can ever keep up. Why do you keep pushing?

LIMITER: You know how this ends, but you haven't made your peace with it. What still gnaws at you?

LOVE AS A STRATEGIC WEAPON

Your Drive is your heart, and your heart runs so rich and full it puts capital reactors to shame. You are full of love—for family, your Brace, or your star-crossed other half—and it fuels you like nothing else can. It's written on your face, it sings in your burntrails, it screams with righteous fury through every shot you take.

LIMITER: You'll choose love over anything. No exceptions. How do you rationalize it to yourself?

LIMITER: You're in a war. Your love is, too. The fear of the unthinkable is omnipresent. How do you cope?

INFINITY SPLITTER

You have a weapon called "scission." Called "rive". Called "stars sheared-to-core". It is as real as a blade and as distant as the gamma-dance of atoms. You have a weapon called "there is nothing you can't cut." What do you call it?

LIMITER: What happens if you cut too deep?

LIMITER: See it. Know it. Touch it. Fear it. Which two do you need to cut something?

LONGTOOTH

Not everyone finds the Roil in the prime of their youth. You certainly didn't. With your Drive handling the pesky physical entropy, you can use the wisdom of a long, eventful life to its fullest. Even at your age, you've got plenty of surprises left.

LIMITER: You're far from washed up, but people still make assumptions. Which ones frustrate you the most?

LIMITER: Despite your wealth of experience, you still have some blind spots, anachronisms. What are they?

NO PROBLEM IS INSOLUBLE UNDER ALL CONCEIVABLE CIRCUMSTANCES

You are an optimist to a tectonic fault—if it's you against the world, you'll make the world move for you. There's always a way out, always another sunrise, and your hope burns so earnest and bright that others around you start to feel the same.

LIMITER: What's the one thing that scares you—that makes your light waver, even momentarily?

LIMITER: Who have you never been able to inspire, despite best efforts?

BUILDING A DRIVE

To build your character's Revolver Drive, choose a Drive Pattern to determine your Drive's starting stats and combat approach, a Drive Core to define your powers and overall playstyle, and an arsenal of weapons to help you battle the Veil.

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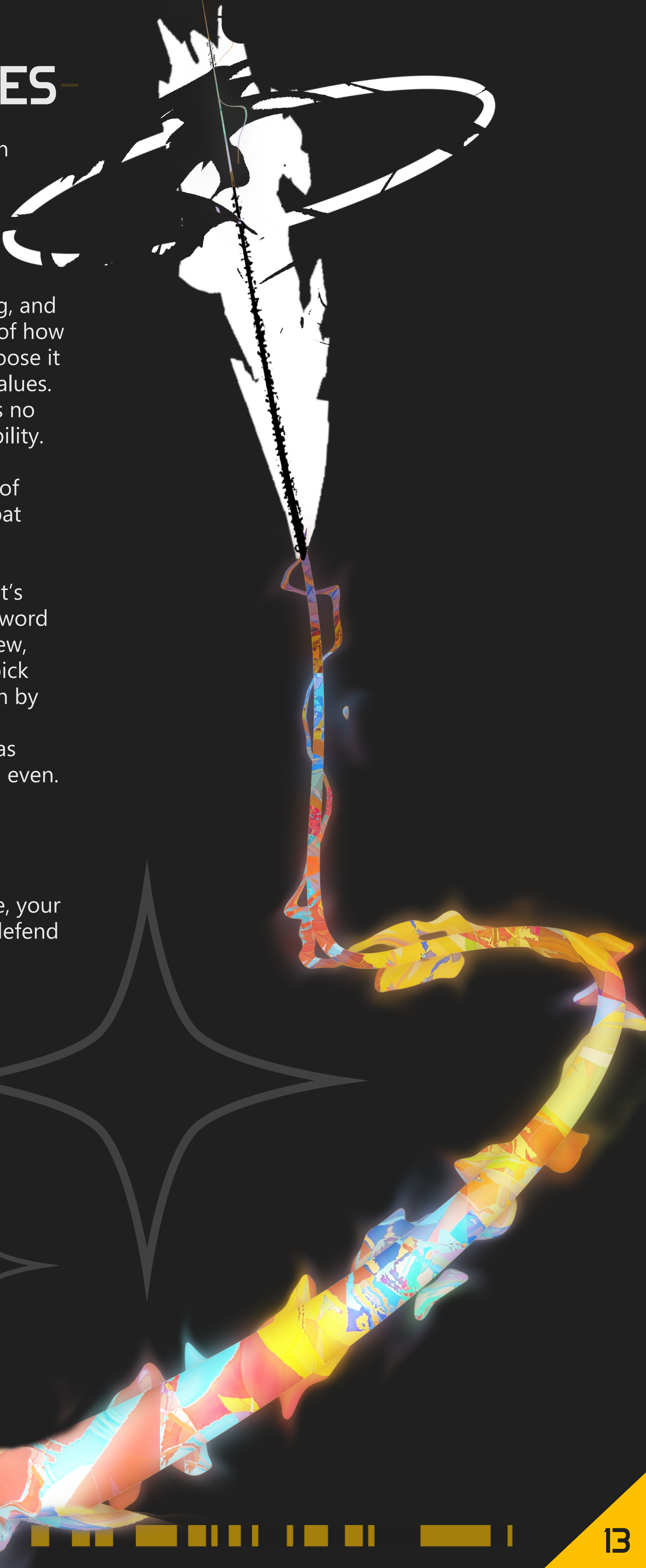
Your chosen pattern, core, and weapons determine your Drive's mechanical characteristics, but the other details of its construction—size, shape, body plan, and overall appearance—are *totally up to you*. Every Drive is a unique, kaleidoscopic refraction of its Revolver's aspirations, personal beliefs, and unique aesthetics. *No limits*—be as weird, cool, flashy, and creative as you want.

FINISHING TOUCHES

You're almost there. Once you've locked in your concept and Drive, character creation has a few final steps:

- **Set starting RPM.** This is a 5-digit number that measures how fast your Drive core's internal turbine is spinning, and also serves as a rough approximation of how long they've been around. You can choose it yourself, or roll 5d6 and record their values. RPM is personal—its specific value has no effect on advancement or character ability.
- **Set Sights.** Your Sights is the number of dice you roll when you attack in Combat scenes. Everyone starts at 3.
- **Find a callsign.** After your first flight, it's Revolver tradition to take a callsign: a word or snappy phrase that describes the new, radiant you-of-now. Some Revolvers pick their own; others use a nickname given by their Brace, by someone close, or by circumstance. Either way, it's as good as your old name out in the Black. Better, even.
- **Pick a theme song.** Optional, but recommended.

Once you've finished with the steps above, your Revolver is ready to spin up, fly out, and defend Prima Sol.



DRIVES

HYPERSONIC HEARTS

They say everyone's made of stardust— but not you. You're all starlight.

At the center of your Drive, the center of **you**, a shining turbine howls with the power of a caged sun, waging pitched battle against universal constants to hold your particles in a familiar shape.

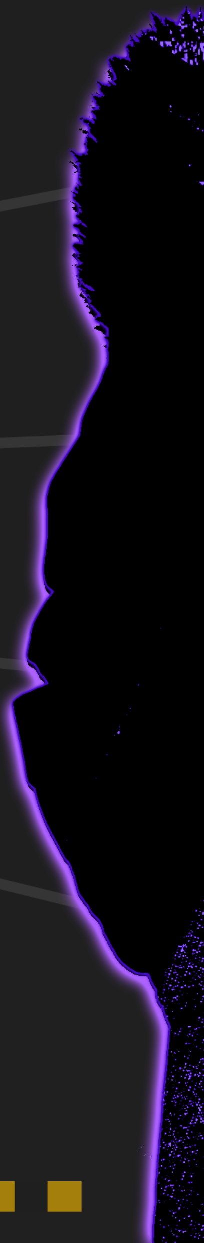
Your Core's stabilizing influence is the only thing stopping your atoms from rapidly shifting to **R-STATE**. Without it, your Roil would unfurl in all its glory, singing at infinitely-ascending frequency 'til the mass that once was you flares to so much dust and scattered light.

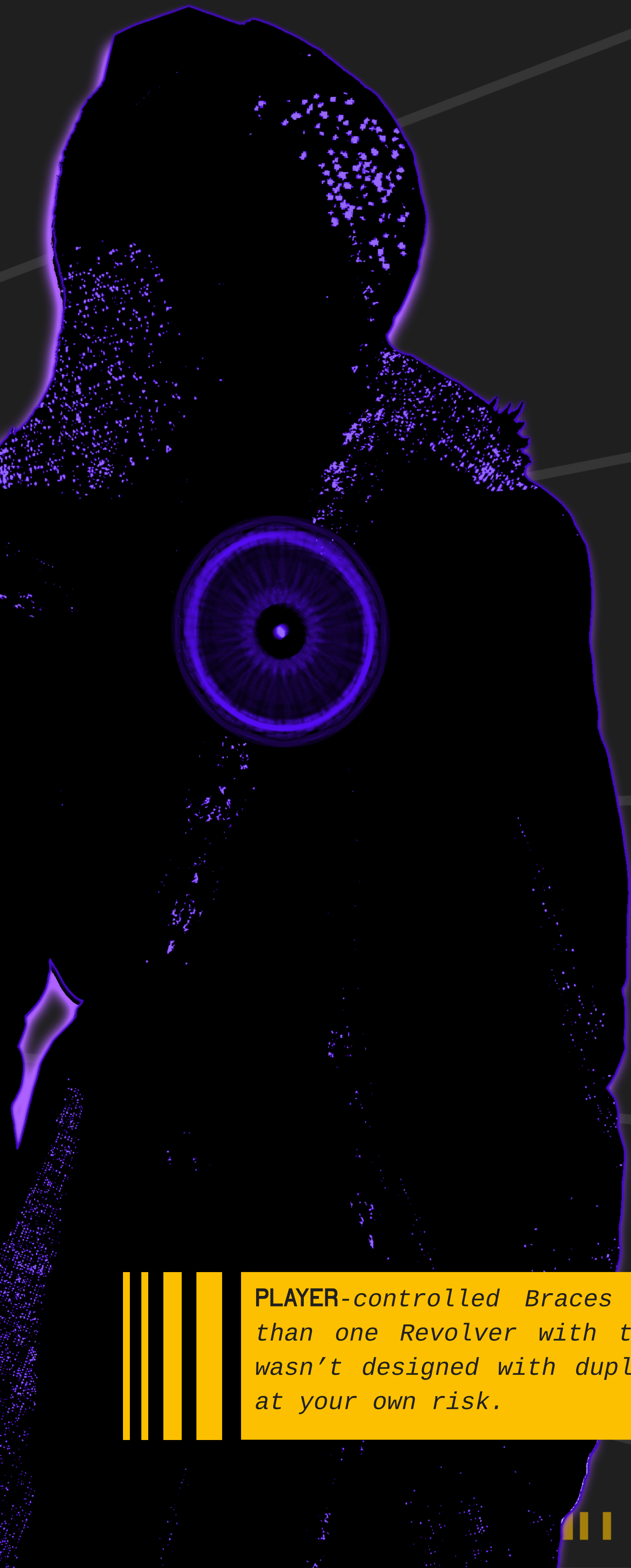
This is what it means to be Revolver: constant escalation, now and forever and always, until it runs you over, never stopping because you can't—

because you were never given the chance to.

How do you cope with that? It's different for everyone, but you won't find the answer in your head.

Love your turbine like your heart. Feel it burn. Hear it sing. Lean into the spin, and let the knife's edge of brilliant annihilation carry you to victory.





DRIVE BASICS

Every Drive Core turbine is specialized to complement a particular combat role, flight style, and resonant Roil frequency. Getting the implant is a permanent, lifesaving intervention with permanent, life-altering consequences—you might still be you, but now you're something else, too. Forever, or as long as you're here.

The concept of "drift"— a Revolver's personality shifting over time to align with their Core's tactical specialization—has been station folklore for decades. Whether it's the Cores themselves or the Roil naturally selecting for spikier psych profiles depends on who you ask.

All Drive Cores have the following features:

- **Passive:** an always-on ability that helps define your Core's role.
- **Powers:** a set of cosmic abilities unique to your Core. Using most powers generates Drive Stress, noted by the **gold** number next to the power.
- **Overdrive:** an incredibly strong power that coaxes your Core to its burning edge. Using your Overdrive requires **Pushing Your Limits**, and you can only use it once per mission.
- **Failsafes:** emotional contingencies to avoid Drive Burn. Limited use and degrade over time. Hard to recover.
- **Burn Scars:** permanent consequences for taking Drive Burn. Mark them all, and your body will permanently shift to **R-STATE.** No going back.

For a detailed list of Drive Cores, see page 18. Before that, though, you'll probably want to choose a *Drive Pattern*—see the next spread for more on them.

PLAYER-*controlled Braces generally shouldn't have more than one Revolver with the same Drive Core—the game wasn't designed with duplicates in mind. Play them at your own risk.*

DRIVE PATTERNS

After being implanted with their Drive Core, every Revolver learns to manifest their Drive with one of four basic resonance Patterns.

Each Pattern has three key ratings:

- **Mass:** How much Impact your Drive can absorb before you start losing Speed. Negative Mass increases Impact received. Massless attacks bypass Mass entirely.
- **Thrust:** The max amount of Speed your Drive can gain or lose while Boosting.
- **Mount Points (MP):** The total weapon load your Drive can mount. Every weapon costs a certain number of MP to support—the bigger the weapon, the higher the cost. Regardless of MP, a Drive can only mount a *maximum of 3 weapons*.

In addition to these baseline ratings, each Pattern has a few unique abilities that compliment their combat role. Any Core is compatible with any Pattern, so choose what fits your preferences best.

HEAVY PATTERN

MASS	2
THRUST	2
MP	5

- You roll 3d6 on Saves and keep the highest.
- You begin each mission with 2 *Armor Charges*. Spend a charge at any time to do one of the following:
    - Completely negate a single attack's Impact and effects on you. Lose 1 Speed.
    - When a Leading ally takes Impact that would drop their current Speed below yours, be their anchor and pull them to Match you instead. Take 1 Drive Stress for every remaining Speed they would have lost.

EXOTIC PATTERN

MASS	0
THRUST	3
MP	2

- The very first power you use each Combat costs -2 Drive Stress, to a minumum of 0.
- When you take Drive Burn or trigger a Failsafe, you first deal Harm equal to your current Drive Stress to foes Within (1).
- 1/mission when you use a non-Overdrive power, you can overcharge it to *double* all its numeric effects for that use only: Speed bands, Harm, **Boost** values, maximum targets, Drive Stress cost, etc.

  If an effect would be ambiguous when doubled, go with the interpretation that favors you.

ULTRALIGHT PATTERN

MASS	-1
THRUST	5
MP	3

- When you **Boost** X, or **Boost** a specific amount (e.g. **Boost** 3), **Boost** that much +1 instead. (This doesn't apply to the standard **Boost** action).
- 1/scene, take 1d6 Drive Stress to **Warp** up to your Thrust rating as a special action.
- 1/mission, you can **Rally** without needing to **Push Your Limits**.

TACTICAL PATTERN

MASS 0
THRUST 3
MP 4[+4]

- Tactical patterns have an *Arsenal*, a pool of 4 extra MP that must be spent entirely on Terrestrial weapons. Weapons in your Arsenal ignore the 3-weapon cap, but you can't split points between your Arsenal and base MP to pay for the same weapon.
- Every weapon in your Arsenal comes equipped with an *Arsenal mod* (choose from the table or work with the GM to customize). You can only choose each mod once, but may freely reconfigure your Arsenal and its mods during Cradle play.

ARSENAL MOD	TYPE	EFFECT
CQC RETROFIT	⌖	Can target Matched foes.
WEAPONIZED VENT	⌖	Take 2 Drive Stress when attacking to target foes Within (1) instead.
OGANESSON SPIKE	🗡	Gains +1 Harm and Force +1 if you've **Boosted** this turn.
STARMETAL HILT	🗡	1/mission, when your heart is on the line, this weapon will automatically **Crit**. You'll know when it's time.
DCL (DIRECT CORE LINE)	**Any**	Deals 1d6 Harm instead of its normal value (roll once for all targets). On a 6, gain 2 Drive Stress.
EMBEDDED COPILOT	**Any**	2/scene, ignore consequences on a **Weak Hit** or **Null** attack roll (**Nulls** still miss).
PARACAUSAL MUNITIONS	**Any**	Can only make 3 attacks per combat. Before each combat, pre-roll 3 Sights checks. On attack, use the results in order instead of rolling.
PERFECT ACCELERATOR	**Any**	On **Crit**, ignore all this weapon's negative tags until the end of your next turn.
WOVEN FILAMENTS	**Any**	+2 Sights and +2 Harm if the GM gained 4+ Incursion last round.
RELIC//VERDICT [redacted]-[redacted]	**Any**	*This weapon is a key. Find the lock.* Can only be chosen at character creation and can't be changed.

FAILSAFES

Every Drive Core allows a certain number of *Failsafes,* limited-use paraphysical contingencies for catastrophic load imbalance. When you take Drive Burn, you can choose to engage a Failsafe, reducing your current count by 1, ignoring the Burn, and postponing your sublimation just a little longer.

All Failsafes require a *ground* to activate—this can be a conviction, a comfort object, a relationship (not recommended by most Hammer admins), a pleasant memory, or almost anything, as long as it's stabilizing and meaningful. You can choose a ground in the moment you engage the failsafe or in advance.

No matter what you pick, shunting burn to a Failsafe always has the same effect: whatever you picked as a ground is *gone,* scoured away by diverted R-energy. You can reach for where it used to be, scrabble at the edges, but that's all. A piece of you is sheared away, replaced by vague memories of warmth and brilliant empty light.

The actual loss involved with "burning" a Failsafe can be physical, emotional, mnemonic, or otherwise at GM discretion, but it's always dramatic and taxing. **It always hurts.**

Each Drive Core can only engage a limited amount of Failsafes—some patterns are more intrinsically volatile than others and respond less well to emotional contouring. Failsafes also never refresh on their own, and can only be occasionally regained during Cradle play.

ARIES

PASSIVE

RED GIANT STANCE

On your *very first turn* each Combat, enter **RED GIANT STANCE** until the start of your next turn. While in **RED GIANT STANCE**, you gain +2 Thrust, and your Celestial weapons gain +1 Harm, Massive, and Force +1.

Once you exit **RED GIANT STANCE**, you can't enter it again, for any reason, until a full round has passed.

POWERS

1 PERSEI CHARGE

Boost, then deal Harm to a Matched foe equal to the Speed you lost or gained. If you're in **RED GIANT STANCE**, this targets *all* Matched foes instead.

2 ANTARES LANCE

Deal 2 Harm to Leading (2) or Trailing (2) foes. If you're in **RED GIANT STANCE**, this targets foes at Leading or Trailing (3), deals 3 Harm, and ignores reductions instead.

3 CYGNI FUSOR

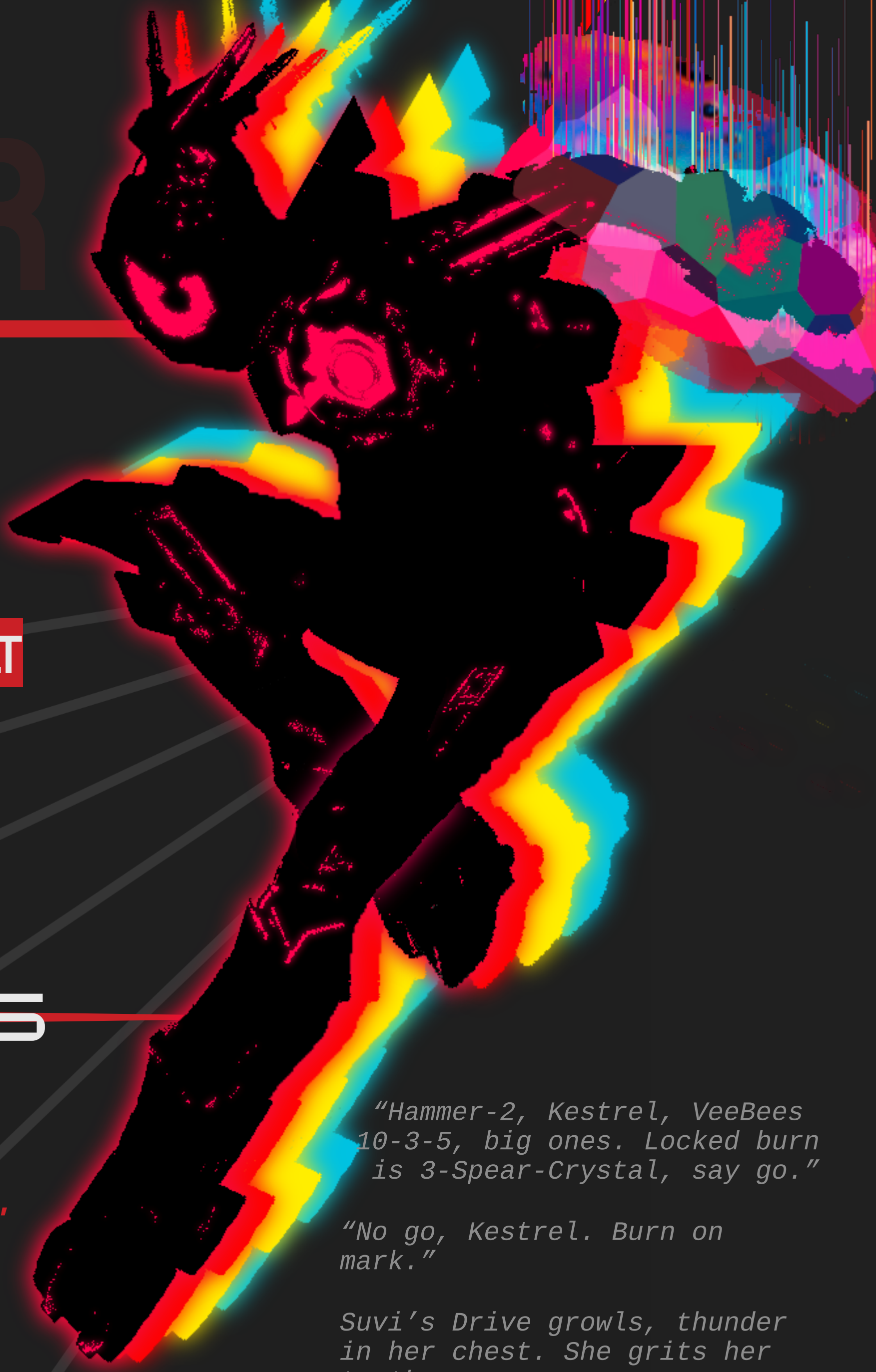
Boost, then enter **RED GIANT STANCE** until the end of your next turn. If you're in **RED GIANT STANCE**, instead deal 5 Harm to foes Within (1), ignoring reduction.

OVERDRIVE

HYPERGIANT MODE

Push Your Limits. For the rest of the scene, whenever you end your turn in **RED GIANT STANCE**, Matched foes take 3 Harm. Whenever you destroy a foe, you may extend the duration of **RED GIANT STANCE** by 1 round.

Enter **RED GIANT STANCE** now, until the start of your next turn.



CORE

- ROLE: VANGUARD ASSAULT
- FAILSAFES: 02
- FIRST IN: LAST OUT

BURN SCARS

- Your skin is ravaged by **glowing fissures,** like you're burning inside out.
- Your touch conducts **enormous force.** Even light contact can crush things and send people sprawling.
- Retreating or refusing a challenge becomes **physically painful,** like your organs are being crushed by a fist.
- When you're angry, the **world goes red.** You have to fight to stay in control.
- **BURNUP.** Enter **RED GIANT STANCE** for the rest of the scene, and gain the following power:
  ▷ **CANIS METEOR [+9999 Stress]: Boost**, then destroy all Matched foes. If you **Boosted** more than 4 this turn, destroy all foes Within (1) instead. If you destroy 3 or more foes with a single use of this power, you may immediately use it again.

  At the end of the scene, your Drive grows to the size of a stellar body, and **explodes into roiling crimson plasma.**

"Hammer-2, Kestrel, VeeBees 10-3-5, big ones. Locked burn is 3-Spear-Crystal, say go."

"No go, Kestrel. Burn on mark."

Suvi's Drive growls, thunder in her chest. She grits her teeth.

"Heard, Hammer. Ready mark."

A thousand klicks beltward, the Veil Breaches are shuddering, unfolding, swallowing the starlight. Suvi glares into one dead-on, screaming challenge with her eyes—

"That's contact. Vees hot, 10-3-5. Kestrel, mark."

There. The void takes shape—a Lotus-Strain writhes into realspace, petals still rimed with unlight.

Suvi's Drive ignites, a howling meteor on a hard collision burn. She bares her teeth and roars.

ABSOLUTE F

TAUR

PASSIVE

GRAVITY WELL

At the start of each of your turns, you can take 2 Drive Stress to activate your **GRAVITY WELL** this round. While active, you're Braced and Slowed, Matched allies are also Braced, and Matched foes are Locked.

POWERS

1 GREAT ATTRACTOR

Pull *all* targets (including allies) Within (2) to Match you. Foes pulled take 1 Harm.

2 GRAVITON CRUSH

Deal 2 Harm to all Matched foes, then Lock them. If a foe is already Locked, this deals 6 Harm instead.

3 MASS BUNKER

Brace yourself and all allies Within (1). If a target is already Braced, reduce all Impact they take this round to 1 instead.

OVERDRIVE

EVENT HORIZON

Push Your Limits. For the next 3 rounds (including this round), the effects of your **GRAVITY WELL** change to the following:

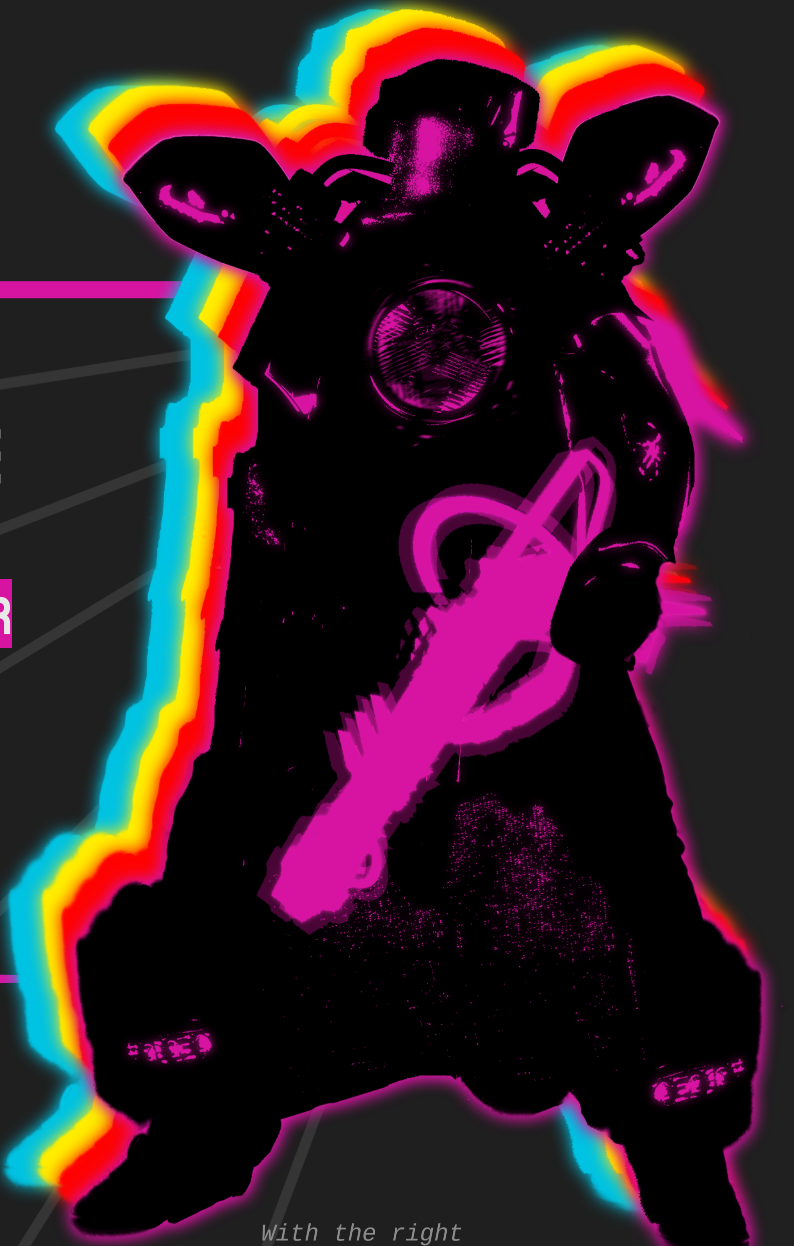
- At the end of each of your turns, pull all foes Within (3) to Match you, then Lock all Matched foes. If a foe is already Locked, Stun them.
- Allies within Speed 3 are permanently Braced.

PICENTER

RUS

CORE

- **ROLE:** **BATTLEFIELD ANCHOR**
- **FAILSAFES:** **03**
- **CENTER:** **OF GRAVITY**



BURN SCARS

- Once you've made up your mind, **that's it.** They might as well ask Sol to spin the other way.

- Small objects are **inexorably drawn** into an orbit around you.

- Your heart has an **escape velocity.** Most emotions don't make it out.

- When you think about someone, they feel a **pull.** The closer you are, the stronger it gets.

- **BURNUP**. For the rest of the scene, your **GRAVITY WELL** is always active, and its effects change to the following:
    - At the start of each of your turns, pull all foes 3 Speed towards you, then destroy all Matched foes.
    - Allies Within (3) gain +3 Mass.
    - Your Speed can't change for any reason.

At the end of the scene, your Drive pulls in all nearby matter and light, and **collapses into a luminous singularity.**

With the right configuration and careful focus from its Revolver, a Drive's output can be rerouted inward to rapidly increase its own rest-mass energy, producing enormous—but controllable—fluctuations in gravitic force.

The Taurus Core, developed in the first decade of Veil incursions, was the first config to successfully leverage this property. Straightforward and powerful, if less specialized than its late-war counterparts, it remains in use as an effective tactical anchor.

Taurus Drives are relatively rare—their low maneuverability and demanding focus requirements tend to attract only a certain stripe of pilot—but their stable presence and immense theater-control potential make them a welcome sight in any Brace, station, or battlefield.

MIRRORLIGH

GEMI

PASSIVE

SUPERPOSITION

You have a **QUANTUM DOUBLE**, an intangible copy of your Drive. It has its own Speed (tracked separately), ignores all Impact and effects, and starts each scene Matched to you. Whenever you **Boost**, you may freely split the **Boost** between yourself and your **QUANTUM DOUBLE**. When you attack with a Celestial weapon or use a Pattern Trait, you may treat your **QUANTUM DOUBLE** as the targeting origin instead of you. If you **ZERO OUT**, your **QUANTUM DOUBLE** dissipates. When you **Rally**, it rematerializes Matched to you.

POWERS

1 DOUBLE TAKE

Your **QUANTUM DOUBLE** may **Boost** 3, then either of you may make a weapon attack.

2 DOUBLE CROSS

Warp to swap Speeds with your **QUANTUM DOUBLE**, then deal 2 Harm to all foes at Speeds between you.

4 DOUBLE EDGE

Both you and your **QUANTUM DOUBLE** may attack with the same weapon simultaneously (roll once, hit twice). If you both hit the same target or targets, Fracture and Disrupt them before the attack resolves.

OVERDRIVE

THREE-BODY PROBLEM

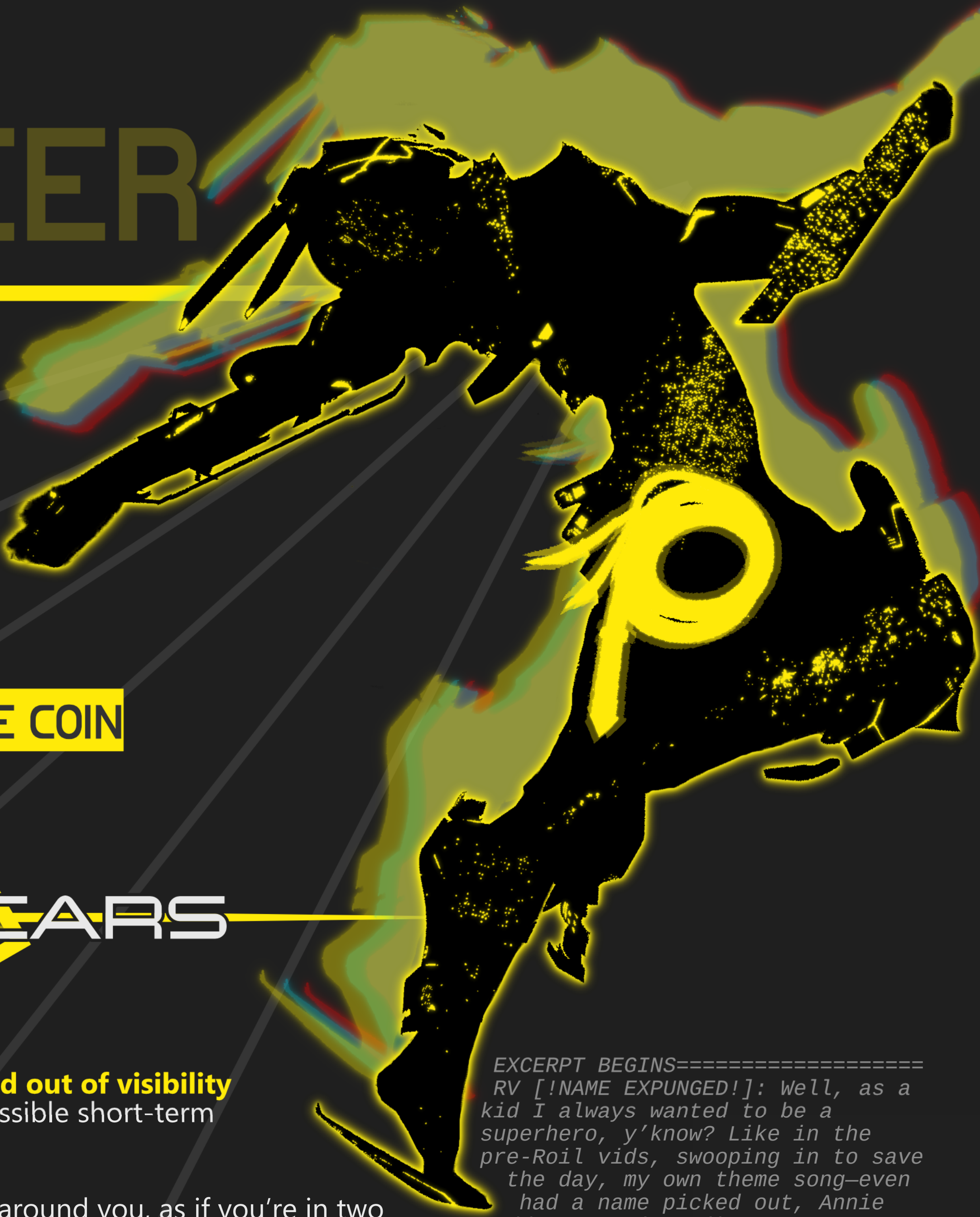
Push Your Limits. For the rest of the scene, you gain a second **QUANTUM DOUBLE**, which materializes at a Speed of your choice. When a power or ability references your **QUANTUM DOUBLE**, you may choose either one (but not both).

T DANCER

NI

CORE

- **ROLE:** HARRIER
- **FAILSAFES:** 02
- **TWO SIDES:** SAME COIN



BURN SCARS

- Your double **flickers in and out of visibility** around you, acting out possible short-term futures.
- Light **bends and refracts** around you, as if you're in two places at once.
- When you make a decision, you get a **momentary flash** of the other possible outcomes, good or bad.
- You aren't sure all your memories are **actually yours.**
- **BURNUP.** For the rest of the scene, you gain six **QUANTUM DOUBLES** that materialize at Speeds of your choice. When you attack or **Boost**, so do they. When you use a power, each double deals 3 Harm to Matched foes and Primes them before the power resolves.

  At the end of the scene, your Drive cracks, then shatters, **scattering echoes of you across every possible reality.**

EXCERPT BEGINS====================
RV [!NAME EXPUNGED!]: Well, as a kid I always wanted to be a superhero, y'know? Like in the pre-Roil vids, swooping in to save the day, my own theme song—even had a name picked out, Annie Madder, get it? Like—

PRIMA PRESS: The question, please.

RV: Right, yeah. Anyway, guess someone up there took the hint, 'cuz I melted through my bed when I was nine, got rushed to St. Valta's Orbital, and that was that. Enlisted soon as I could. Or, at least—at least I think I did.

PP: You think you did?

RV: Forget it. That's the thing, right? When I spin up, doesn't much matter if it's me or Annie doing the driving. The Libras love to yak about "dual natures", "the struggle against the shadow self", whatever. I've never had time for that shit.

So long as there's Veil out there, Annie and I will give 'em what they've got coming. Hard promise.
EXCERPT ENDS=====================

ANNIHILATOR

CANO

PASSIVE

ANTIMATTER SHELL

At the start of your turn or when you would take any Impact, you can take 2 Drive Stress to wreathe yourself in an **ANTIMATTER SHELL.** While you have an **ANTIMATTER SHELL**, you're permanently Braced, and when a foe deals Impact to you, they immediately take 3 Harm. **ANTIMATTER SHELLS** don't stack and last until the end of the round they're created.

POWERS

1 PARITY SHACKLE

Choose a foe Within (2), pull them to Match you, and Lock them. Foes Locked by this power automatically change Speed with you. They remain Locked until you use this power again or choose to end the effect. If you have an **ANTIMATTER SHELL,** choose a target Within (4) instead.

2 ANTIFLECTION

Use at any time to redirect a hostile attack or power targeting an ally Within (2) to yourself, even if you aren't a valid target. If you have an **AM SHELL**, target an ally Within (4) instead.

3 POSITRON INJECTOR

Clear all negative statuses, **Boost** 3, then take another basic action. You take double Impact until the start of your next turn. Can only be used 1/round.

OVERDRIVE

TIME REVERSAL SYMMETRY

You may **Push Your Limits** to activate this Overdrive instantly when you take Impact. The effects change based on the amount of Impact you would take *before reductions:*

- **1-3:** Deal 5 Harm to the Impact's source, ignoring reductions.
- **4-5:** Deal 7 Harm to the Impact's source and 3 Harm to all foes Within (1) of them, ignoring reductions.
- **6+:** Destroy the Impact's source and deal 5 Harm to all foes Within (3) of them, ignoring reductions.

VENGEANT

CER

CORE

- **ROLE:** MASSIVE DETERRENCE
- **FAILSAFES:** 03
- **GUARD:** YOUR HEART

BURN SCARS

- You have a crackling **pseudomatter carapace** covered in thorns and barbs.
- Sometimes, small objects you touch are **spontaneously annihilated.** This is unpredictable, but worsens with stress.
- You're **hypervigilant**—even when it's safe, you're always ready to shield up or lash out.
- Every emotion **pierces to the core.** You can't play them off—the most you can do is fight to stay level.
- **BURNUP.** Gain a permanent **ANTIMATTER SHELL**, which reduces all Impact to 1 and destroys foes instead of dealing Harm. At the start of the Incursion Turn, choose two foes to activate and force them to attack you.

  At the end of the scene, your Drive's symmetry stabilizers fail, **and it instantly self-annihilates in a matter-antimatter flash.**

Records of proposed antimatter generators exist from as early as 2116 PSc, but those were purely theoretical—limited by the prohibitive cost and power of spot-producing antimatter and an incomplete understanding of physics.

With the discovery of the Roil and the invention of the Revolver Drive, the greatest bottleneck—energy—was removed, and work on a functional prototype began in earnest.

After the Eris disaster, nearly all AM research pivoted to combat-viable applications. The most usable outcome of this initiative was the Cancer-class core config: a closed-loop anti-particle accelerator platform, with such precise control over its AM fields it could shape them into defensive barriers. Telemetry indicates minimal risk of spontaneous annihilation.

BRILLIANT
LEO
CORE

PASSIVE

RADIANCE

Your Celestial weapons apply **RADIANCE** on hit, which lasts until the end of the scene. Foes with **RADIANCE** take 1 Harm at the end of each round (ignoring reductions and immunity) and continue to burn even if you **Zero Out** or otherwise leave the encounter.

When a foe with **RADIANCE** is destroyed, they explode, applying **RADIANCE** to all foes Matched to them.

POWERS

X SOLAR WIND

Boost X, where X is the number of foes with **RADIANCE**, then take another action.

2 CORONAL FLARE

Deal 1 Harm to all Trailing (4) foes. Foes with **RADIANCE** take 3 Harm instead.

X+1 SUPERNOVA

Deal X Harm to all foes Within (X), where X is the number of foes with **RADIANCE**.

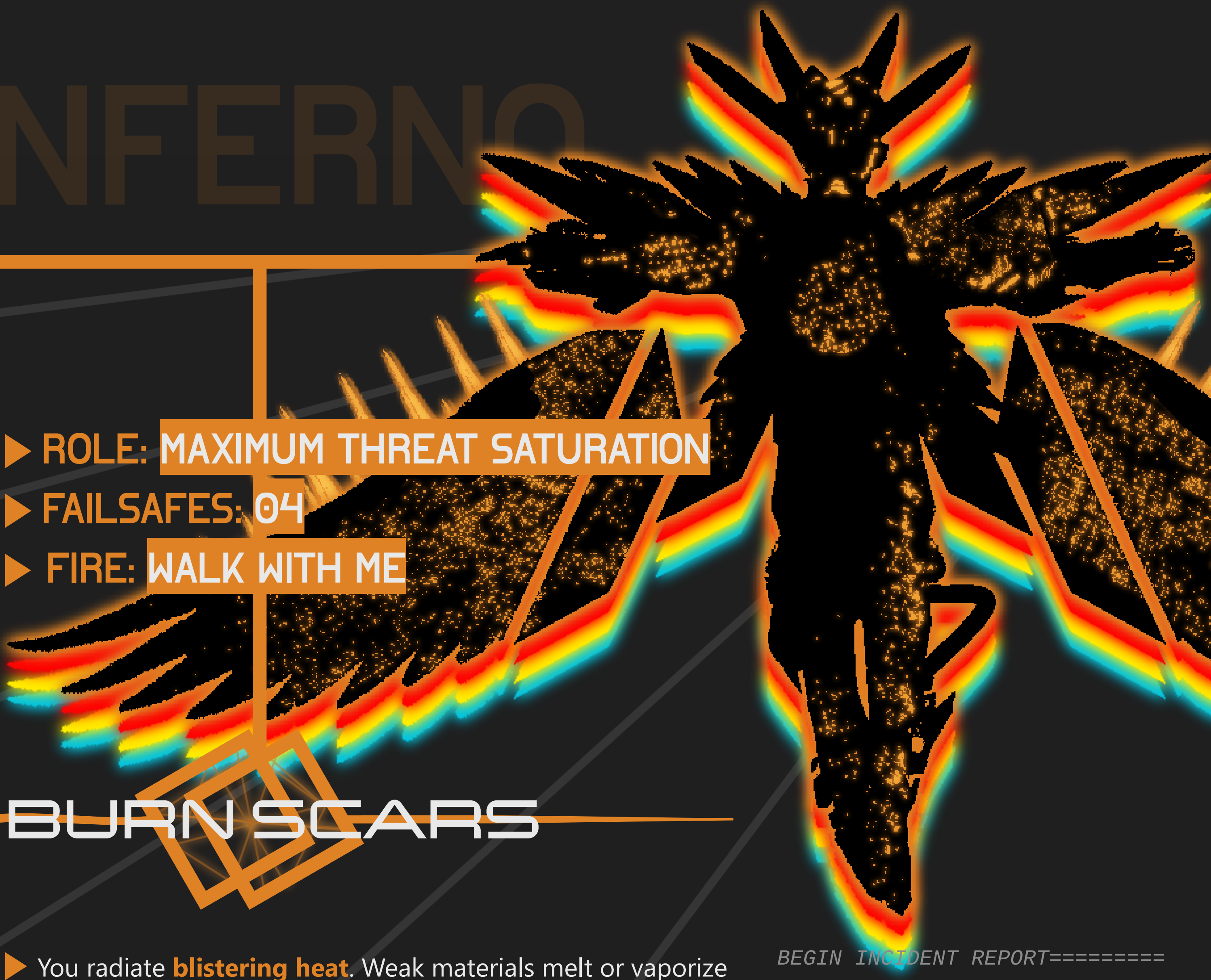
OVERDRIVE

FUSION CASCADE

Push Your Limits. For the rest of the scene, **RADIANCE** deals 2 Harm instead of 1, and when a foe with **RADIANCE** explodes, deal 2 Harm and apply **RADIANCE** to all foes Within (1) of them.

Apply **RADIANCE** to all foes Within (3) now.

INFERNO



- **ROLE:** **MAXIMUM THREAT SATURATION**
- **FAILSAFES:** **04**
- **FIRE:** **WALK WITH ME**

BURN SCARS

- You radiate **blistering heat**. Weak materials melt or vaporize in seconds, and your touch leaves painful burns.
- You have a mane of **golden light**. The more risk you take, the brighter it shines.
- Your ambitions burn like **hungry flames.** Feed them or they'll devour you.
- Glory and attention feel like waves of **blissful warmth,** better than any drug.
- **BURNUP.** Gain the following power for the rest of the scene:
  ▷ **MAGNETAR FISSION [+9999 Stress]:** Each foe with **RADIANCE** applies **RADIANCE** to all foes Within (1) of them. Then, if every foe has **RADIANCE:** destroy all foes, seal all Veil Breaches, set Incursion to 0, and end the scene.

At the end of the scene, your Drive flares like the heart of a star, and **erupts in a nova visible from Earth.**

BEGIN INCIDENT REPORT=========

MISSION: Operation Piercing Stare
LOCATION: Valetudo Line, Jovian Belt
SUBJECT: RV Polly Alvarez

Summary: RV Alvarez prevs'ly applied + was denied position on DEEP STRIKE Brace for listed Operation; accepted alt placement on rearguard. During Operation, RV Alvarez broke formation, angled burn for Jovian interior—on 1st hail from Hammer-9, cited concerns w/ DEEP STRIKE efficacy. Further hails ignored. On contact, RV Alvarez engaged in QUOTE |repeated thermonuclear antagonism| END QUOTE of DEEP STRIKE & surrounding Veil. Brace members severely disturbed. Heavy damage to RV Alvarez's Leo Core sustained. All Veil destroyed. Operation successful. Discipline recommended.

END INCIDENT REPORT===========

TRANQUIL
VIRG

PASSIVE

ENTROPIC HARVEST

Whenever you **Seal** a Veil Breach, create a **VOID BLOOM** at that Breach's Speed. **VOID BLOOMS** last until the end of the scene, don't contribute to Incursion, and count as Veil Breaches for friendly powers and abilities, including **Seal**. If **Sealed**, they become inert and regenerate at the start of the next round. Allies take -1 Drive Stress (to a minimum of 1) for each **VOID BLOOM** they're Matched to.

POWERS

1 GARDENER'S TOUCH

Fracture and Prime a Leading (4) foe, then open a Veil Breach at their Speed.

2 BLOOMSPIRAL

Target a Leading (2) Veil Breach, then choose one:
- ▶ Disrupt a foe Matched to the Breach.
- ▶ Clear all negative statuses on an ally Matched to the Breach.
- ▶ **Seal** the Breach.

Then, if there's another Veil Breach within Leading (2) of the previous target, you may use this power again, treating the previous target as the origin and taking Drive Stress as normal.

3 COCOON

Seal a Veil Breach Within (3). An ally or non-Boss foe Matched to that Breach disappears from space, and reappears during the next round's Incursion Turn as if no time had passed.

OVERDRIVE

FLOWERING NIGHT

Push Your Limits. Seal all Veil Breaches within Speed 3, then Stun all foes Matched to a **VOID BLOOM**. For each foe Stunned this way, you and your allies clear 1 Drive Stress.

REAPER

CORE

- ROLE: **SPACETIME INTEGRITY SPECIALIST**
- FAILSAFES: **03**
- GROW: **YOUR GARDEN**

BURN SCARS

- A **strange plant** is growing from your spine. It's bone-white, cold to the touch, and doesn't match any extant species.
- Your skin, hair, and eyes are faintly translucent and covered in a sheen of **void rime.**
- When you're out in the black, you hear **soft whispers.** You don't understand them, but you know they're from the Veil.
- You relate to humans less and less. No matter how many people you're around, you feel **fundamentally alone.**
- **BURNUP.** For the rest of the scene, the Veil are no longer hostile to you, and you *steal* 4 Incursion at the start of your turn (if the Veil have less than 4, you still gain 4). As a special action on your turn, you may spend Incursion as the GM would to activate any foe matched to a Veil Breach. Veil activated this way deal Harm instead of Impact and treat Revolvers as their allies. Steal 4 Incursion now.

  At the end of the scene, your Drive sprouts uncountable void-buds, and is **overgrown with shimmering unlight flowers.** The Veil will tend you for eternity.

"Do you wonder why we give them those names?"

Vera grunts, and doesn't look up from the cracked-crabshell spread of the broken fission cycler. "Which?"

"The Veil," Nico says, pacing. "Lotus, Orchid, Sage, Yarrow. Very botanical."

Another grunt. "Look the part, don't they? Big bastard flowers."

"Mm. Visually, you could pick almost anything spindly and amorphous and stellate—deep-sea creatures, maybe. But I think there's more to it."

Vera looks up, her bushy eyebrows knitting. "What are you getting at?"

"They're like plants. They follow the energy. Find the light and grow towards it."

"Then they should go grow somewhere else," Vera snorts. "We won't lose the system to no goddamn fivedee shrub."

"No." Nico smiles thinly. "We won't."

MARTYR-CO

LIBRA

PASSIVE

AEGIS LINK

At the start of your turn, you can LINK or clear LINK from any number of allies Within (3). LINKED allies gain +1 die on Saves (keep highest) and transfer 1 Drive Stress to you at the end of each of their turns. If a LINKED ally is ever further than Speed 3 from you, they immediately lose LINKED.

When you Push Your Limits, roll twice and take either result. When a LINKED ally would **Push Their Limits**, you can always choose to roll twice for them instead, taking all potential consequences for them. (It's *your* choice, not theirs).

POWERS

① CHARIOT OF HELIOS

A Matched or LINKED ally may immediately **Boost** 2. If every ally is LINKED, you and all allies may **Boost** 2 instead.

② SHIELD OF LUNA

Use 1/round when a LINKED ally is targeted by a Veil attack or power. You **Warp** to Match that ally and take the full Impact and effects instead.

② SUNCLOAK/MOONCLOAK

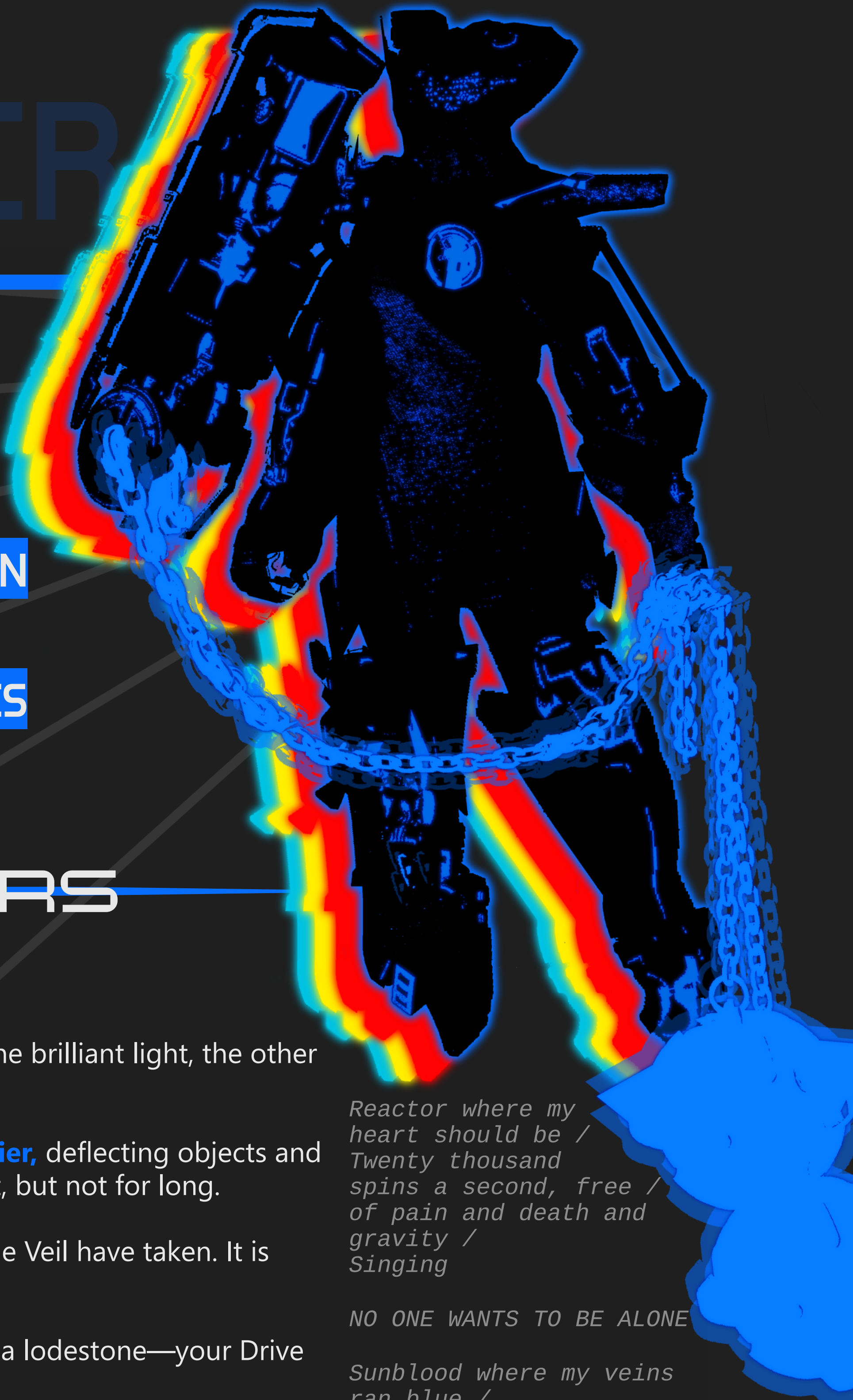
Hone or Brace yourself and all LINKED allies. If every ally is LINKED, do both.

OVERDRIVE

AEGIS ECLIPSE

Push Your Limits. For the rest of the scene:

- The range of **AEGIS LINK** increases to Within (6).
- **LINKED** allies are permanently Braced.
- At the start of your turn, pick one:
  - Hone all **LINKED** allies.
  - All **LINKED** allies may Boost 1.
  - Choose a **LINKED** ally. The next time they take Drive Stress, you take that much instead.



CORE

- **ROLE:** **FIELD TACTICIAN**
- **FAILSAFES:** **05**
- **BALANCE:** **THE SCALES**

BURN SCARS

- Your body is cast in **two halves:** one brilliant light, the other abyssal shadow.
- You're surrounded by a **force barrier,** deflecting objects and physical touch. You can suppress it, but not for long.
- You feel the **weight** of every life the Veil have taken. It is crushing. You must bear it.
- Your sense of justice pulls you like a lodestone—your Drive will **see it served.**
- **BURNUP.** Hone, Brace, and **LINK** all allies for the rest of the *mission*. Whenever you take an action (**Boost**, attack, etc.), all **LINKED** allies may immediately take that same action.

  At the end of the scene, your Drive shatters and **reforms into an aegis of frozen starfire**. You are gone, but your light persists.

Reactor where my
heart should be /
Twenty thousand
spins a second, free /
of pain and death and
gravity /
Singing

NO ONE WANTS TO BE ALONE

Sunblood where my veins
ran blue /
Kissed me since I felt it, too /
thousand fahrenheit white hot
yearning ghosts of you/
Wailing

NO ONE WANTS TO BE ALONE

Shadows where my sky could
shine /
Bright starcrossed wings I
cradle, mine /
and yours and theirs and ours
entwine /
Promise

NO ONE HAS TO BE ALONE

DEADSTAR F

SCOP

PASSIVE

DEADSTAR VENOM

Your Celestial weapons deal +1 Harm for each status on the target, including special statuses.

At the start of your turn, you may **PURGE** or Slow a Matched or Leading (2) foe until the end of this turn. **PURGED** foes can't benefit from any positive statuses or effects, including Shell. If another effect applies **PURGE**, it clears at the end of the current round.

POWERS

1 NEUTRON POISON

Boost. Your next 2 hits with Celestial weapons Prime and Lock their targets before dealing Harm.

1 SLAG SPASM

Choose a foe. They take 1 Harm, then apply *all* their negative statuses to all foes within Within (1) of them.

4 DEVOUR

Choose a Matched foe, then, in this order:

- **PURGE** the target.
- Attack the target with a Celestial weapon.
- If the target has 3 or more negative statuses, the attack is an automatic **Crit.** If this forces a Boss foe to phase change, they don't get to **Counter.**
- Clear *all* the target's statuses, positive or negative.

OVERDRIVE

RUINER

Push Your Limits, then choose a foe: **PURGE**, Prime, Lock, Weaken, Disrupt, and Fracture them until the end of the following round. Until this effect ends, you may **Warp** to match them as a special action at any point on your turn.

PREDATOR

RPIO

CORE

- ROLE: **HUNTER-KILLER**
- FAILSAFES: **01**
- EVERYTHING: **HAS A FLAW**

BURN SCARS

- Your veins run hot with **radioactive venom.** It's painful and exhilarating.
- Your body has **natural weapons** spun from your own Drivelight: claws, teeth, a barbed tail, or something more exotic.
- When you see a living thing, you have a flash of **exactly how to kill it**, whether you want to or not.
- You see others' fears and insecurities as **jagged thorns** piercing their skin. You have the constant urge to pull them out.
- **BURNUP. PURGE** all foes. For the rest of the scene, foes can't clear negative statuses, you can't **Seal** Veil Breaches, the attack action lets you make 3 attacks instead of 1, and your Celestial weapons destroy **PURGED** foes on hit. When a foe attacks you, **Warp** to Match them and attack them first.

  At the end of the scene, your Drive's kill-impulse turns inward, and **it rips you apart from the atoms out.**

there is a spark in you that crackles and howls against its prison it has always been there it was starved and mewling but i have fed it blood and force and fire

you feel the fissionhunger gnawing at your heart and the maelstrom surging through your veins you will bear this all your life until it ends you but you are more than fragile unkindled death SO PROVE IT

crack atoms in your jaws like bones gorge on the marrow of harmony/stability/dissonance/ energy the universe is yours to take but THEY WOULD TAKE IT FROM YOU DO NOT LET THEM

wrench their storm from the black and swallow it. bleed lightning. breathe steel. HUNT WITH ME ACROSS THE FIRE AND VOID AND SHOW THEM EVEN ENTROPY CAN DIE.

DIVINE DELIV

SAGITT

PASSIVE

HEAVEN'S EYE

You have +1 Sights and deal triple Harm on **Crits.**

Once per turn after you roll a Sights check, you can take any amount of Drive Stress to reroll that many dice. You must take the new rolls, even if they're worse.

POWERS

1 NEARLIGHT ARC

Choose a Leading (7) foe, then deal Harm equal to your difference in Speed. This power can't target foes less than 4 Speed away from you.

2 ARTEMIS RUSH

Boost, then attack with one of your Ranged weapons. Whenever you **Crit**, you may use this power automatically (you still take Drive Stress).

3 ORION'S GLARE

Hone yourself, then mark a Leading (6) foe. When you destroy them with a Ranged attack, regain Hone, and all foes Within (1) of the target also take the attack's Harm.

OVERDRIVE

STARPIERCER

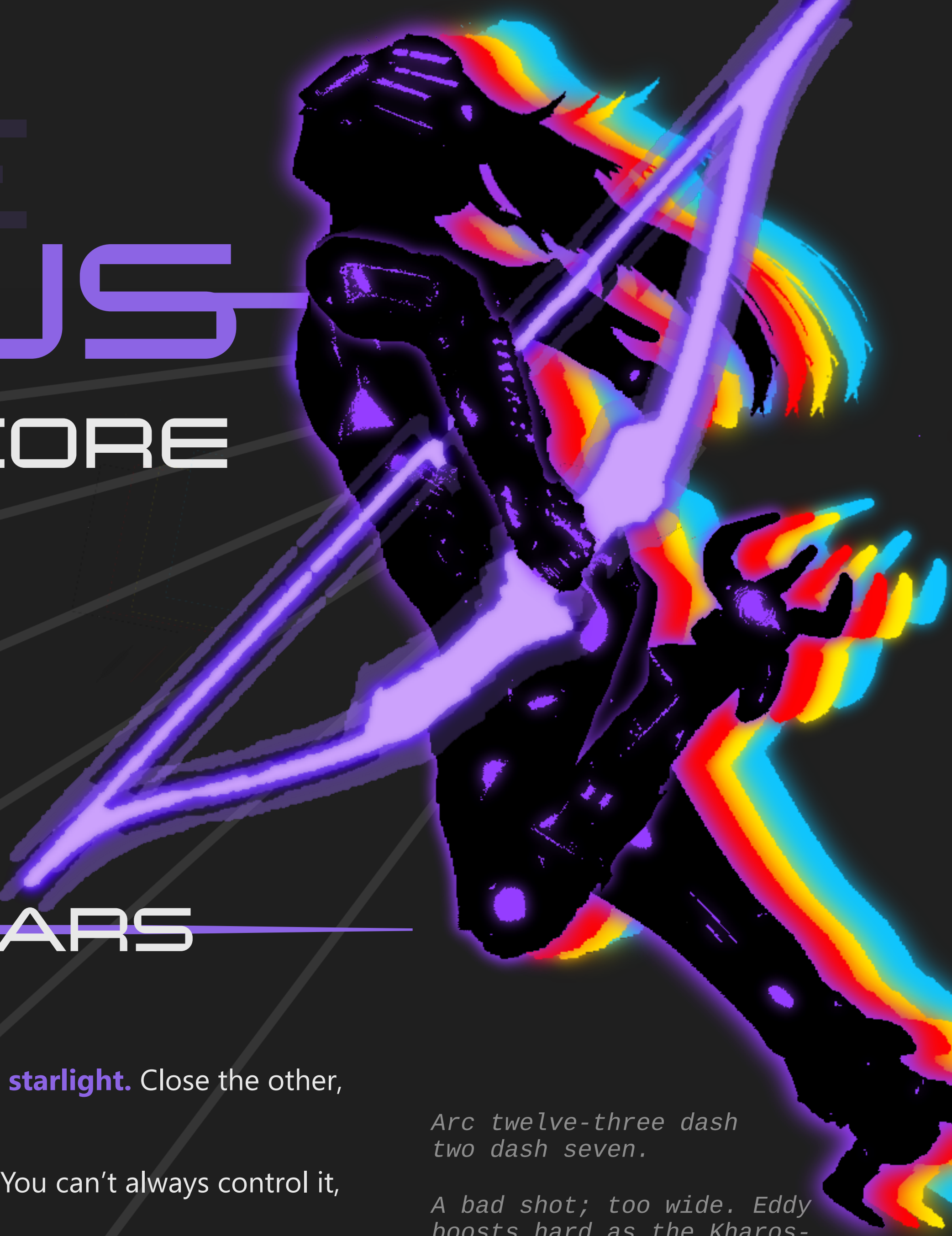
Push Your Limits. Your next attack with a Ranged weapon rolls double your Sights to attack, is an automatic **Crit**, and ignores all reductions and immunity. For each 6 you roll on your Sights check, the attack deals +1 bonus Harm (*before multipliers*).

ERANCE

ARIUS

CORE

- ROLE: **ARTILLERY**
- FAILSAFES: **01**
- ARROW: **FLY TRUE**



BURN SCARS

- One of your eyes **burns with starlight.** Close the other, and you can see infinity.
- You have **minor telekinesis.** You can't always control it, even when you try.
- Your Drive Core feeds you a constant, dizzying stream of **perfect spatial telemetry**—arcs, vectors, rotations, more.
- Regardless of proximity, everything always feels **impossibly close.**
- **BURNUP.** Your Drive doesn't sublimate at the end of the scene. Instead, gain the following power for the rest of the *mission*:
  ▷ **GODSLAYER COREBOLT [+9999 Stress]:** Choose a target. It's **completely annihilated**—no trace of it remains in the past, present, or future.

You remain in **BURNUP** until the mission ends or you use **GODSLAYER COREBOLT**, whichever comes first. You can otherwise act normally. Ignore all further Drive Burn.

When you exit **BURNUP**, your Drive **jettisons its Core and forms the heart of a new constellation.**

Arc twelve-three dash two dash seven.

A bad shot; too wide. Eddy boosts hard as the Kharos-Strain spins like a grinding-wheel, rending a station evac jumper to a twisted hulk of carbon. He feels a pang behind his eyes, a turgid heat threatening to bloom—

No. Focus. Arc nine-eight dash four dash nine. Closer, but the shot will glance, probably just piss it off—

There's an idea. "HEY!" he screams, and a seeker volley peppers the Kharos's writhing extrema. The Veil shudders, then folds inside-out, reshaping itself to face him. Eddy grins, finger slowly squeezing on Apollo's massive trigger, careful and smooth like a lover's embrace.

Arc oh-four dash one dash five—

UNLIGHT JU

CAPRIC

PASSIVE

VEILSBANE

You have a **VEILSBANE BLADE,** a unique, unmodifiable Celestial weapon that doesn't count against your normal weapon load:

- Bands: Matched
- Targets: 1
- Harm: 4
- Tags: Piercing, Massive
- **VOID MEMORY:** On attack, take 1 Drive Stress. If you're Matched to a Veil Breach, the attack is an automatic **Crit.**

When you destroy a foe with a weapon or power, you may open a Veil Breach at their Speed.

POWERS

1 ABYSSAL WALTZ

Boost. If you Match a Veil Breach at any point during the **Boost**, you may end the **Boost**, **Warp** to a different Veil Breach, and deal 2 Harm to foes Matched to either Breach.

▢ ENTROPIC HYMN

Whenever you take Impact this round, reduce it by 2 and take 2 Drive Stress. If you take Impact while Matched to a Veil Breach, ignore all but 1 of it instead (you still take 2 Drive Stress). Take another action.

▢ REQUIEM

Make 2 attacks with any melee weapon (roll Sights for both as normal). The Veil gain 3 Incursion.

OVERDRIVE

VOIDHEART ELEGY

Push Your Limits. Open 3 Veil Breaches at any 3 Speeds, then **Boost** 3 and attack with a melee weapon. If the attack destroys a foe, you may **Boost** 3 and attack again. This may continue for as long as you wish, until it is done.

UGGERNAUT
CORN

CORE

- ROLE: **V-SPACE INTERDICTOR**
- FAILSAFES: **02**
- THE VOID: **SCREAMS BACK**

BURN SCARS

- Your presence saps the **heat and light** from your surroundings. The closer you get, the colder and darker it becomes.
- You have an aura of warped, pulsating, flickering space. Like **them.**
- Bad luck **follows you.** You swear it.
- You have **vivid recurring nightmares**—you are the Veil, slaughtering Revolvers you've never met.
- **BURNUP.** For the rest of the scene, your **VEILSBANE BLADE** becomes **TRUE VEILSBANE:** set its Targets to ∞, its Harm to your current RPM, and *replace* **VOID MEMORY** with
  ▷ **ASH TO ASH:** Foes Matched to Veil Breaches are always valid targets for this weapon.

At the end of the scene, your Drive **tears open a massive one-way Breach and is swallowed into V-Space.** You may fight on, but you will never return.

THERE IS A GREAT SECRET I HAVE LEARNED: *the stars are holes in a curtain. Behind them burns a fierce and merciless fire. But the holes are not distributed equally, and some of them look out onto darkness. These are the black holes, and I have made myself one.*

THERE IS A GREAT SECRET I HAVE LEARNED: *the void is not empty. There is only the suggestion of emptiness. But the curtain folds and ripples, and this motion creates anti-geometry. The void flows through this geometry, and I have learned to follow it.*

THERE IS A GREAT SECRET I HAVE LEARNED: *the curtain conceals an evil. The evil is myriad, and yearns to devour us. These are the Veil, and I will devour them first.*

INFINIPLEX

AQUA

PASSIVE

ORACLE INDEX

At the start of each Combat, roll 3d6—your **ORACLE DICE**—and note their values. 1/round when a player or GM rolls one or more d6, you can take 1 Drive Stress to replace them with one or more **ORACLE DICE,** *swapping* their values (the old values become your new **ORACLE DICE**). You can choose to swap after the roll but before the outcome.

At the start of your turn, you can take 2 Drive Stress to reroll any number of your **ORACLE DICE.**

POWERS

① LORENTZ SHUNT

Choose up to two Trailing (3) characters. Increase or decrease (your choice) their current Speed by 1d6. If this would put their Speed above 10 or below 1, it wraps back to the inverse (10↔1).

② AFFIRM/DISJUNCT

Choose a Trailing (4) character. The next time they attack or use a power, roll 1d6, then increase or decrease (your choice) the damage of the action by the amount rolled.

⑤ ABSOLUTE REFERENCE FRAME

Choose a Trailing ally, then roll 1d6. After that many *turns* (ally or enemy), they immediately revert to their exact state at the moment you used this power: Speed, statuses, Drive Stress and Burn, etc. This power doesn't restore Overdrives, and if it reverts any Drive Burn (including Failsafes), you take that much Burn. If it reverts an ally's **BURNUP,** you immediately enter **BURNUP.**

OVERDRIVE

PROPHETIC ELISION

Push Your Limits. Gain 3 additional **ORACLE DICE** and choose their values. For the rest of the scene, you may swap dice using **ORACLE INDEX** twice per round instead of once.

RIUS

CORE

- ROLE: FORCE MULTIPLIER
- FAILSAFES: 03
- TIME: FLIES

BURN SCARS

- Your eyes are **bright and empty,** like windows to a sea of glass.
- You hear others' **surface thoughts.** If you're close, they can hear yours, too.
- You have **visions of the future.** Some are hopeful, some are dire, most are unsettling. All of them are your fault.
- The present feels **fluid, mutable.** If you aren't careful, you'll lose hours, minutes, days.
- **BURNUP.** Time unfolds like a lotus. For the rest of the scene, you choose the results of all dice rolls.

  At the end of the scene, your Drive entwines with every possible past/present/future, and **unravels into threads of brilliant light.**

...it gets complicated. "Cause and effect", that makes sense when you're moving at typical land speeds. Meters a second, kilometers a second, all well and good. But dance along the line between E, m and c, and suddenly things aren't so clear cut.

Laws start to bend. There's a little margin of error now. Seven hundredths of a second, if you're lucky, where the future and the past get themselves mixed up. Just enough time for something to happen. Who can say what?

You can, of course. That's why...

UNCONDITIONAL

PISCE

PASSIVE

SUPERFLUIDITY

Your maximum Speed is 12.

Whenever you **Boost**, gain 1 **FLOW**, up to 8. You gain +1 Thrust for every 2 **FLOW** you have. When you hit with a Celestial weapon, you may spend all **FLOW** to deal that much bonus Harm to a single target. Lose all **FLOW** whenever you take 3 or more Impact, take Drive Burn, or go a round without **Boosting**.

POWERS

① VORTEX RUSH

Boost, then deal Harm equal to your **FLOW** to a foe you passed.

② WAVESPLITTER

Boost 2, attack with a Celestial weapon, then **Boost** 2 again.

② INERTIA CHARGE

Plant an **INERTIA CHARGE** on up to three Leading (6) foes. When you **Boost** and pass a foe with an **INERTIA CHARGE**, the charge detonates at the end of your **Boost**, dealing Harm to its target equal to your current Speed. The charges last until detonated and don't stack.

OVERDRIVE

LAMINAR ACCELERATOR

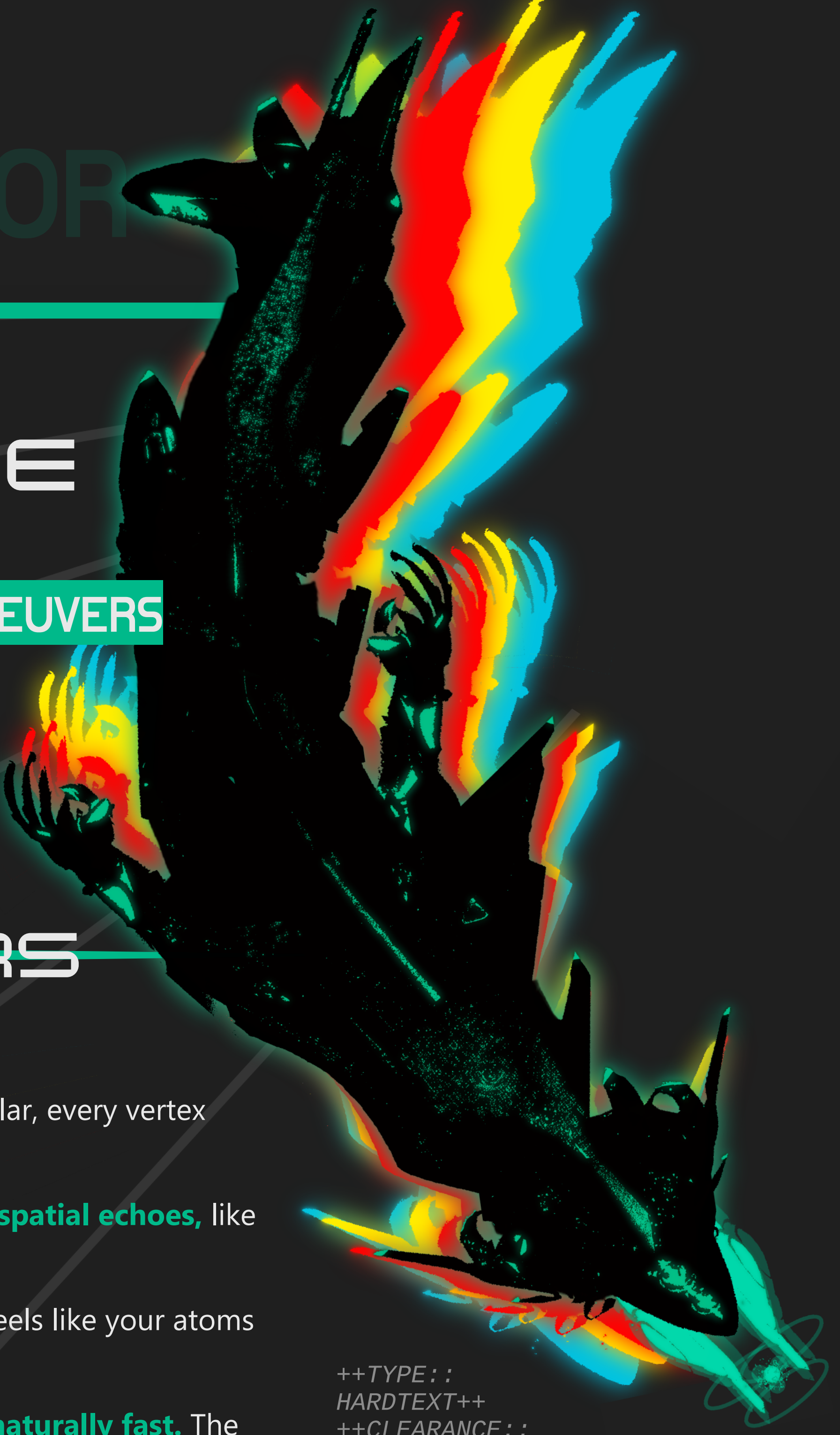
Push Your Limits. Gain 3 **FLOW.** For the rest of the scene:

- You can't be Locked, Slowed, or prevented from **Boosting** in any way.
- Your **Retro** no longer costs Drive Stress, can be used twice per round instead of once, and lets you **Boost 2**.
- You deal 2 Harm to any foe you pass while **Boosting**.

ACCELERATOR

CORE

- **ROLE:** RELATIVISTIC MANEUVERS
- **FAILSAFES:** 01
- **NEVER:** LOOK BACK



BURN SCARS

- You're unsettlingly tall, lean, and angular, every vertex **shaped for speed.**
- When you move, you leave a wake of **spatial echoes,** like ripples on water.
- You **can't stay still.** When you try, it feels like your atoms will rip themselves apart.
- You think, move, act, and react **supernaturally fast.** The world feels dull and glacial in comparison.
- **BURNUP.** Set a **real life timer** for 4 minutes. Nothing can extend it. While it's running, your Thrust becomes 10, no other characters can act, and you may take any number of consecutive actions. This is it. **Move quick.**

  When your time runs out, your Drive shatters the speed of light, and **your particles scatter to every corner of the universe.**

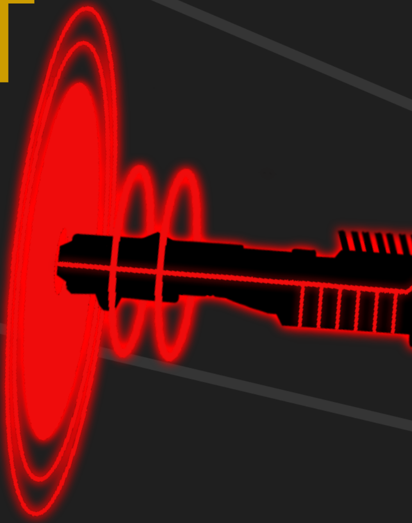
```
++TYPE::
HARDTEXT++
++CLEARANCE::
AZURE_BRAVO++

BEGIN MSG CONTENTS===========
Hey ladybug++Happy 19 [wow]
hope I timed this right++Sry
for terse++ new deploy in [!
EXPUNGED!] so hard lmts on
transm length++might be while
til next but will try++

++Wish I cld slow this down
smtimes++kick relativity in
the can for stealing 10yrs frm
us in 2++guess I shld take own
advce++ Look forward not
back++Eyes on horizon++Heart w
you always++Be safe++Be
brave++I love you++Mom
END MSG CONTENTS=============
```

WEAPONS

STEEL AND STARLIGHT



To be the ring of spears.

To destroy destruction.

To harm, so that others may not be harmed—but still, to harm.

When the stars still shone, arming a Revolver was unthinkable—Humanity had already borne the scars of energy-as-death, and chose the path of compassion.

But then the galaxy went dark, and the Veil offered another choice: adaptation or extinction.

And so.

Now, a Drive is its weapons as much as its turbine. Now, Prima Sol's last hope lies in brilliant and overwhelming force: in blade and beam and battery, in violence-as-defiance, in **you**.

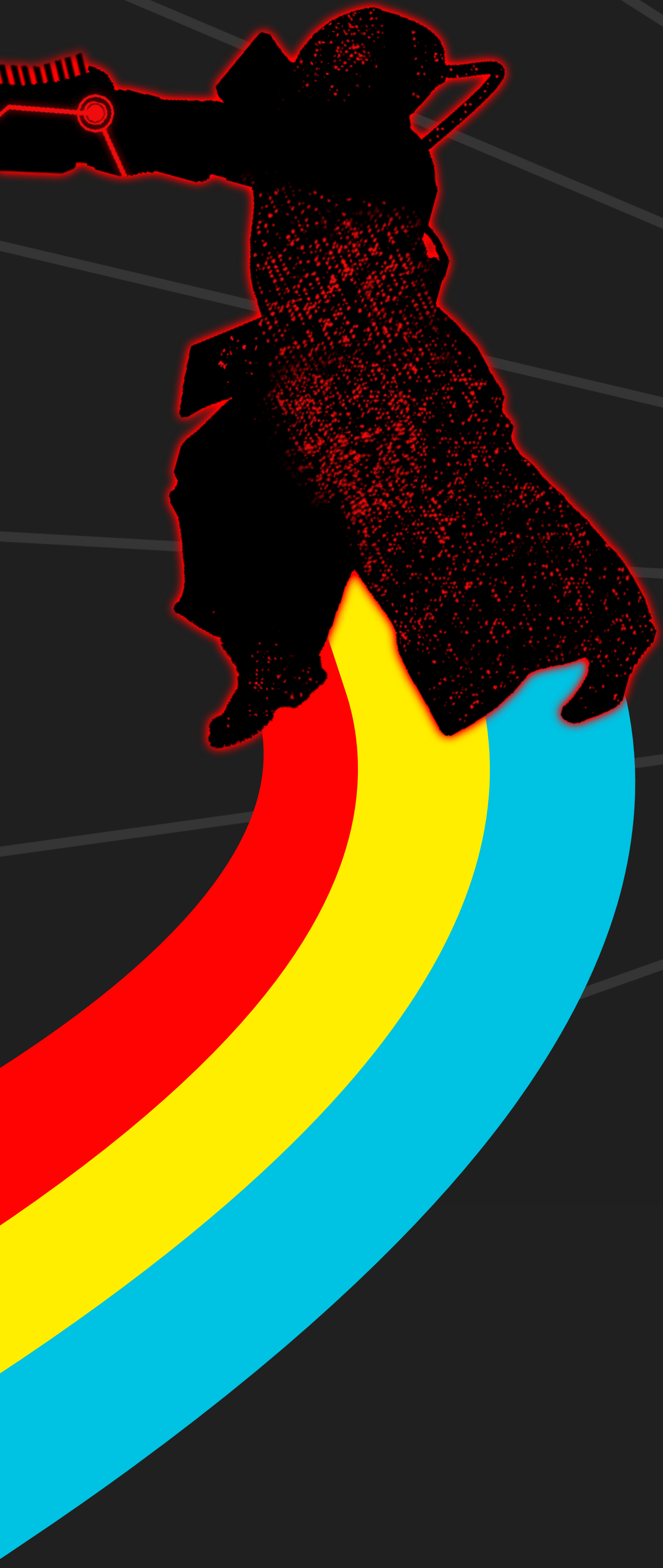
You may never see a star-filled sky, or an Earth not under siege—but Revolvers fight for the day when others will.

So **fight.**

Refuse the inevitable. Defy the odds. Push back the unlight tide and scour the Veil from space. Carve a new and brighter future with arms of steel and starlight, so that they may be never used again.

WEAPON BASICS

Weapons in **INFINITE REVOLUTION** are your primary force against the Veil during Combat play, and come in two basic shapes: Celestial and Terrestrial.



- **Celestial** weapons are powerful arms of Drive-forged light, shaped and sharpened by your internal resonance. They are heavily customizable and unique to you.
- **Terrestrial** weapons are terrestrial, human-manufactured systems attached to your Drive using specially-projected resonant hardpoints. What they lack in cosmic flair they make up for in versatility, running the gamut from missile pods to Gauss cannons to HK drone arrays.

In addition to their type, all weapons are either **Ranged** ⌖ or **Melee** 🗡, denoted by the icon next to the weapon's name or pattern heading (for Celestial weapons). Each weapon also has five properties that help describe its function:

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- **Band:** The relative Speed bands the weapon can hit. If a weapon lists multiple bands, it can freely target *one* of those bands (but not more) each time you attack.

Pg 16

- **MP:** How many Mount Points the weapon costs to equip, out of your Drive Pattern's available MP. Regardless of MP, a Drive can only mount a maximum of 3 weapons.
- **Targets:** How many foes the weapon can target with each attack. A weapon with 0 or fewer Targets can't be used to attack.

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- **Harm:** Damage. On a **Weak Hit** or better, a weapon deals its Harm to all valid Targets.

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- **Tags:** Keywords that grant a weapon special abilities. Many weapons start with intrinsic tags, and Celestial weapons can be customized with additional tags and abilities using Celestial Lensing.

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You may freely reconfigure all your weapons between missions, as long as you don't exceed your Drive's MP or the 3-weapon equip limit.

CELESTIAL WEAPONS

A dragon's head where a Drive's should be, starmaw belching brilliant annihilation—

A hammer in silhouette, shape cast by grav-lensed light, leaving impact craters in the fabric of time—

A thousand shining needles moving as one, flowing like starlings, velvet-black void veined in searing gold—

An arc of shuddering plasma grasped in hand, hungry, serpentine, *alive*—

Made of Drivelight and dreams, defiant of physical limits, immensely destructive and shatteringly beautiful: these are a Revolver's Celestial arms, weapons to break gods.

FORGING CELESTIAL WEAPONS

Celestial weapons, like Drives, come in a variety of patterns. A Celestial weapon's pattern determines its general stat range, and also grants a unique Pattern Trait—a special passive ability that defines that pattern's role in combat.

There are ten patterns total: five ranged (Beams, Bows, Cannons, Channels, and Seekers), and five melee (Blades, Breakers, Coils, Kata, and Shields). Each Pattern also has a number of subtypes, which determine a Celestial weapon's base stats and starting Tags.

To create a Celestial weapon for your Drive:

- **Choose** a pattern and subtype.
- **Note** your subtype's base stats, tags, and Pattern Trait.
- **Focus** one or more Celestial Lens abilities to customize it further.
- **Describe** how it looks, sounds, and functions. Like Drives, Celestial weapons come from the soul, unrestrained by physics and real-life feasibility. Whatever you want them to be, they will be.
- **Name it.** (Optional but recommended).

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The following pages in this section list the Celestial patterns, their subtypes, and their abilities in depth.

BEAMS ⌖

TYPE:	AUGER	TYPE:	RIPPER	TYPE:	FLICKER
MP:	2	MP:	2	MP:	1
BAND:	L, T (All)	BAND:	L, T (All)	BAND:	L, T (All)
TRGTS:	∞	TRGTS:	3	TRGTS:	2
HARM:	1	HARM:	3	HARM:	1
TAGS:	Piercing	TAGS:	None	TAGS:	Agile

Beams are brilliant arcs of pure, destructive Drive energy. They've found a successful niche as long-range, multi-hit weapons, carving swathes through massed targets across multiple Speeds.

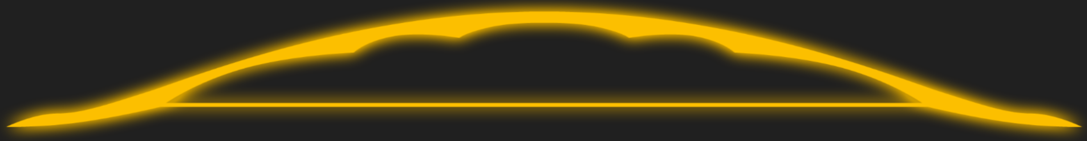
PATTERN TRAIT: Beams don't target foes normally. When you attack with one, choose Leading or Trailing—on hit, the Beam damages a single foe at each Speed in that band, starting from the Speed nearest to yours, until it reaches its maximum targets. If there are multiple foes at the same Speed, only choose one to hit.

BOWS ⌖

TYPE:	HUNTER	TYPE:	RIDER	TYPE:	GREATARC
MP:	1	MP:	2	MP:	4
BAND:	L/T [DRAW]	BAND:	L [DRAW]	BAND:	L [DRAW*2]
TRGTS:	2	TRGTS:	1	TRGTS:	1
HARM:	1 [+1]	HARM:	2 [+3]	HARM:	3 [+5]
TAGS:	Sweep, [Pierce]	TAGS:	[Pierce]	TAGS:	Cooldown, Heavy, Pierce, [Precise, Force 3]

Bows, nearly forgotten across Prima Sol, have found new life in Revolver hands as a terrifyingly effective anachronism—it's hard to argue with perfect mass-energy transfer propelled by several focused tons of draw weight. Wielding one demands patience, precision, and careful maneuvering, in exchange for single-target power that makes terrestrial railguns look like slingshots.

PATTERN TRAIT: Each bow has a *Draw Die*, a d6 that starts every Combat scene at 1 and determines its targeting bands. As a special action 1/round, you can increase a Draw Die by 2, +1 for each Drive Stress you choose to take while drawing. At **MAX DRAW** (6 on the Draw Die), you're Slowed and your Bow gains all bonus Harm and tags listed in [brackets]. All Draw Dice reset to 1 after you attack.



CANNONS

TYPE:	LIGHT	HEAVY	SCATTER
MP:	1	3	2
BAND:	L3 [L1]	L5 [L3]	M, L2 [L2]
TRGTS:	1	1	2
HARM:	2 [1]	4 [2]	2 [1]
TAGS:	Agile, Spotter	Cooldown	Burst

Cannons encompass a wide variety of projectile weapons—they load anything from low-velocity sat-scatter to kinetic killrods to pseudostable R-State shells. They're reliable mid-range arms that excel at reactive fire.

PATTERN TRAIT: Cannons have a *Threat* band, represented by the Speed band in [brackets]. 1/ round when a foe takes an action or uses a **Counter** within your Cannon's threat, you may to deal the Harm in [brackets] to that target as a special action *after* their action resolves. This isn't an attack, but applies any weapon tags or other effects that trigger on a **Strong Hit** or better.

CHANNELS

TYPE:	PULSE	SINE	SAW
MP:	1	2	2
BAND:	M, T4	W2	L3
TRGTS:	4	3	1
HARM:	1	2	3*
TAGS:	Slowing*, Force 2*	Spotter*	Precise

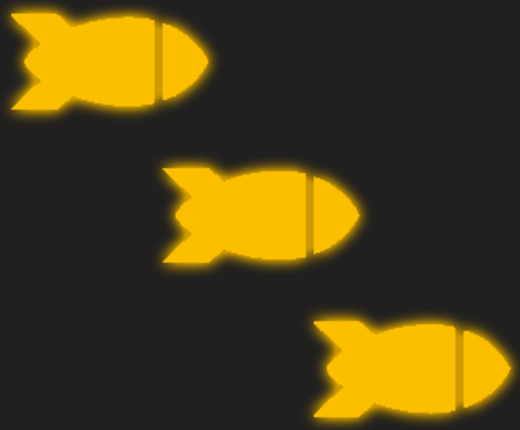
Channels are multiplexed directed-energy weapons similar to terrestrial drone arrays, but tuned to respond directly to mental commands in lieu of an external interface. Under an experienced Revolver, they are hyper-adaptable threats that can control large portions of any battlefield.

PATTERN TRAIT: After you attack with a Channel, you may use a special action to **deploy it** it to Match one of its targets, remaining at that Speed. Deployed Channels can't be used to attack, but apply all starred* effects and tags to each Matched foe at the end of each round. You may **recall** any number of deployed Channels back to you at the start of your turn, allowing you to attack with them again.

SEEKERS

TYPE:	CHAFF	SWARM	WARHEAD
MP:	1	2	4
BAND:	T3	L6	L (All)
TRGTS:	4	8	1
HARM:	2 [1]	1 [1]	6 [4]
TAGS:	Slowing	None	Burst, Cooldown, Heavy

Seekers are self-guided munitions fitted with a variety of powerful payloads. They specialize in long-range destruction against high-saturation massed threats.

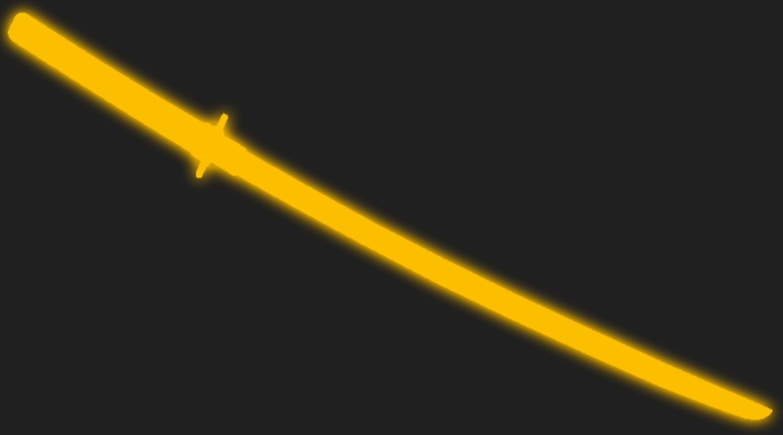


PATTERN TRAIT: In addition to their normal Harm, Seekers deal the splash damage listed in [brackets] to all other foes Within (1) of their targets. Splash damage always applies, even on a **Null.** Multiple splash damage triggers on the same attack only deal their damage once, even if the areas overlap.

BLADES

TYPE:	SABER	LANCER	ULTRA
MP:	2	2	4
BAND:	M	M, L1	M
TRGTS:	1	1	1
HARM:	2	3	6
TAGS:	Agile, Precise	Pierce, Brace	Massive, Heavy

Blades are simple and iconic: edged melee weapons in an uncountable array of shapes. They're a reliable, versatile option for both offense and defense, limited only by their short engagement distance.



PATTERN TRAIT: When you hit with a Blade, gain a *Parry Die* (a d6), up to a max of 3. When a foe targets you with an attack or power, you may consume any number of Parry Dice to roll them as a special action—on a **Weak Hit**, you take half Impact. On a **Strong Hit+**, you ignore all damage and effects from the hit and reflect them back at the foe. Parry Dice persist between scenes.

BREAKERS

TYPE:	FLAIL
MP:	2
BAND:	M
TRGTS:	∞
HARM:	2
TAGS:	None

TYPE:	SLEDGE
MP:	3
BAND:	M
TRGTS:	1
HARM:	4
TAGS:	Massive, Stun

TYPE:	STAVE
MP:	1
BAND:	M
TRGTS:	2
HARM:	2
TAGS:	Agile

Breakers are heavy, brute-force melee weapons that thrive at high speeds where their weight can have maximum effect. They specialize in knocking foes off course with the Force tag, and dealing massive damage to multiple targets with a single well-placed swing.

PATTERN TRAIT: Breakers have inherent Force X, where X is the Harm they deal after modifiers. When you Force a target as part of a Breaker attack, you may immediately **Boost** to Match them at their ending Speed.

COILS

TYPE:	LUNG
MP:	2
BAND:	W4
TRGTS:	1
HARM:	3
TAGS:	Massive

TYPE:	NINETAIL
MP:	2
BAND:	W2
TRGTS:	3
HARM:	1
TAGS:	Agile

TYPE:	HYDRA
MP:	4
BAND:	W1
TRGTS:	∞
HARM:	2
TAGS:	Pierce

Coils are long, prehensile skeins of Drivelight, living Revolver-wakes that curl like shining ribbons against the black. They often mimic terrestrial whips in form but are much more effective in function, threatening large swathes of foes with their flexibility and extreme melee reach.

PATTERN TRAIT: When you hit a target at the *edge* of a Coil's band (e.g., at Leading or Trailing (2) for the NINETAIL pattern), deal +1 Harm and **LASH** them. As a special action on any Revolver's turn, you may clear **LASHED** on any number of targets to Slow them and pull them to Match you.

KATA

STYLE:	BLACK HOLE	NOVA	PULSAR
MP:	2	3	2
BAND:	M	M	M
TRGTS:	1-3	1-3	1-3
HARM:	1/1/3	1/1/4	1/1/2
TAGS:	Slowing / Weaken / Stun	None / None / Massive, Burst	Agile / Agile / Agile, Leech

Kata aren't weapons in the physical sense. Instead, each style represents training in a specific unarmed technique, honed and adapted by generations of Revolvers for combat with the Veil.

PATTERN TRAIT: Kata only attack once, but have three separate hits (called *strikes*) with three different targets. You still only make one Sights check to attack with a Kata, but if you hit, you can perform up to three strikes sequentially against different targets, using the stats and tags in /slashes/ for each, in order. Before you hit with any strike, you may also **Boost** 1 (as long as there's still a valid target at your ending Speed). If Kata ever acquire more than 3 targets, they loop back to the first strike.

SHIELDS

TYPE:	BUCKLER	HEATER	PHALANX
MP:	1	2	3
BAND:	M	M	M
TRGTS:	1	2	1
HARM:	2	2	4
TAGS:	Agile	Force 2	Stun

Shields—directed-energy emitters, coalescent-mag fields, or hunks of impact-treated carbon steel—specialize in defense over raw power, but can still be effective weapons in the hands of a trained Revolver.

PATTERN TRAIT: When you attack with a Shield, you gain Shield Brace, a special status that overrides standard Brace and lasts until cleared. You may clear Shield Brace at any time to reduce a single hit of Impact on yourself or a Matched ally by your Shield's current Harm, including modifiers.

CELESTIAL LENSING

Celestial weapons, much like their wielders, are anything but static. As reflections of a Revolver's war-will, they're hypersensitive to your combat instincts, and as you continue to fight together they will modify themselves accordingly. This process is called lensing, and with some presence of mind and careful attention, it will hone the blunt implement of your Celestial base patterns to an atomic edge.

A freshly-spooled Revolver begins with the first tier of any Lens applied to one of their Celestial weapons. As part of character advancement, you may focus the next tier of an already-applied Lens (up to tier three), granting new abilities to its associated weapon, or unlock the first tier of a new Lens and apply it to a Celestial weapon of your choice. Once you've unlocked and applied a Lens to a given weapon, you may freely exchange it for other Lenses on that same weapon between missions, as long as the total number of tiers you've unlocked stays consistent.

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An unlocked Lens is always *weapon-specific*—unless an effect explicitly states otherwise, all effects and abilities granted by your Lens apply only to your chosen weapon, and only trigger while using it. They modify the weapon itself, not your character. This also applies to focusing—if you want the same Lens on multiple weapons, you'll have to unlock its tiers again.

A given Celestial weapon can only have two Lenses (with any number of tiers from each Lens) applied at once, and you can't apply the same Lens multiple times on a weapon.

Some Lenses can only be applied to weapons with certain traits (ranged, melee, single-target, etc). These restrictions are listed in (parentheses) after the Lens name. Lenses with (Any) can, naturally, be applied to any Celestial weapon.

BINARY LENS

(Single-Target)

TIER 1 **KILLSWITCH:** This weapon deals +2 Harm if your last attack was with a different weapon.

TIER 2 On a **Weak Hit+**, deal this weapon's Harm to another foe Matched to the target.

OR

This weapon gains Spotter.

TIER 3 **KILLSWITCH** now grants Precise on triggering attacks. The second time it triggers in the same scene, your next attack is an automatic **Crit.**

COMPRESSION LENS

(Any)

TIER 1 **MINIATURIZE:** Reduce this weapon's MP cost to 1, but *halve* its base Harm (round up). Lose Massive if present.

TIER 2 This weapon gains +1 Harm *after* **MINIATURIZE** applies.

OR

This weapon gains Pierce.

TIER 3 This weapon gains Agile and loses Heavy if present.

ENTROPY LENS

(Any)

TIER 1 **ZERO POINT:** On a **Strong Hit** or better, you may choose to Fracture, Slow, or Weaken all targets.

TIER 2 Add Prime to the status options for **ZERO POINT.**

OR

This weapon gains +1 to all its targeting bands.

TIER 3 **ZERO POINT** now triggers on a **Null** or better.

FLICKER LENS

(Melee)

TIER 1 **COMET DANCE:** On hit, mark a target. As part of a future attack with this weapon, you may burn the mark to **Warp** to Match them. New marks remove all prior marks.

TIER 2 On attack, this weapon grants +2 Thrust this round.

OR

This weapon gains Fracture.

TIER 3 Burning a **COMET DANCE** mark deals 2 Harm to the target for each time you've **Warped** this turn.

HYPERGRAV LENS

(Any)

TIER 1 **CURVATURE:** On a **Weak Hit+**, pull all foes Within (1) of the target to Match that target. If this weapon hits multiple targets, choose only one.

TIER 2 This weapon gains Slowing.

OR

This weapon gains Fracture.

TIER 3 **CURVATURE**'s target is Locked on hit. The pull effect now applies even on a **Null.**

INFINITY LENS

(Ranged, Multi-target)

TIER 1 **LIMITLESS:** Can attack any number of targets. Take 1 Drive Stress for each target beyond this weapon's normal max.

TIER 2 This weapon gains +2 Targets.

OR

This weapon gains Sweep.

TIER 3 When you use **LIMITLESS**, you can **Push Your Limits** to make this weapon's band " Within (∞)" for that attack only.

METEOR LENS

(Melee)

TIER 1 **SUPERCOLLIDER:** Gain Force +2. When you Force a target, a single foe at the target's end speed takes Harm equal to the target's change in Speed.

TIER 2 This weapon gains Stun.

OR

This weapon gains Force +1.

TIER 3 When you Force a target, foes they pass during the Force take 1 Harm.

NEBULA LENS

(Any)

TIER 1 **CELESTIAL SHROUD:** This weapon can attack (but not damage) allies, auto-hitting them and applying a **CELESTIAL SHROUD**. When an ally with a shroud would take Impact, clear the shroud and roll a d6—on a 4+, they take 0 Impact.

TIER 2 This weapon gains +3 Targets (allies only).

OR

On hit, all allies Matched to the target gain a shroud.

TIER 3 **CELESTIAL SHROUDS** also grant +1 Thrust and Stable +1 while active.

PINPOINT LENS

(Single-Target)

TIER 1 **TRICKSHOT:** On **Crit**, choose one:

▷ Harm from this attack clears all Shell and ignores reductions.

▷ Force the target 3.

▷ The target can't act or **Counter** this round.

TIER 2 This weapon gains +2 to all its targeting bands.

OR

This weapon gains Spotter.

TIER 3 **TRICKSHOT** lets you choose two options instead of one.

QUASAR LENS

(Any)

TIER 1 **PULSE CYCLER:** This weapon deals +1 Harm for every 4 Drive Stress you have. When you **Push Your Limits,** gain +1d6 on your next attack.

TIER 2 This weapon gains Massive.

OR

This weapon gains Pierce.

TIER 3 **PULSE CYCLER** now grants +1 Harm for every 3 Drive Stress. When you take Drive Burn, your next attack is an automatic **Crit.**

REACTIVE LENS

(Cannons/Coils/Channels/Blades)

TIER 1 **REFLEX REACTOR:** When you use this weapon's Pattern Trait special action, either gain +1 Mass this round or immediately **Boost 1.**

TIER 2 This weapon gains +1 to all Harm it deals off-turn.

OR

This weapon gains +1 to all its targeting bands.

TIER 3 **REFLEX REACTOR** now always grants both benefits. 1/round, you may take 2 Drive Stress to double any Harm dealt by your Pattern Trait.

REFRACTION LENS

(Any)

TIER 1 **RICOCHET:** 1/turn when you destroy a foe, make a second attack. Treat the destroyed foe's Speed as the attack origin instead of yours. Can trigger **Counters** as normal.

TIER 2 +3 to all targeting bands, but only during **RICOCHET.**

OR

The bonus attack from **RICOCHET** deals +1 Harm.

TIER 3 **RICOCHET** now also triggers on a **Crit.**

SYNCHRO LENS

(Any)

TIER 1 **HARMONIC SYPHON:** When this weapon destroys a Standard or higher-ranked foe, your next power only costs 1 Drive Stress. Doesn't stack.

TIER 2 +1 Harm to foes damaged by a Drive power this round.

OR

This weapon gains Leech.

TIER 3 1/scene when you trigger **HARMONIC SIPHON**, you may immediately use a power and consume the siphon's effect.

TELESCOPIC LENS

(Ranged)

TIER 1 **TARGET PAINTER:** This weapon's attacks inflict Sighted, hit or miss.

TIER 2 This weapon gains Precise.

OR

This weapon gains Prime.

TIER 3 1/turn when you would hit a Sighted target, an ally may attack that target instead, using the result of your Sights check instead of rolling. They must have a weapon capable of hitting the target.

TERRESTRIAL WEAPONS

Terrestrial weapons are powerful in their own right, but don't benefit from many Drive power synergies and can't be upgraded via **Celestial Lensing.** The table below lists some popular choices for hardpoint-rigged Drive armaments. Each model has a storied history, and many have developed myths or reputations unto themselves.

TERRESTRIAL WEAPONS LIST	TYPE	MP	BAND(S)	TARGETS	HARM	TAGS
AHM-88 ANTIMAT RIFLE	⌖	3	L6	1	5	Cooldown, Precise, Pierce, Heavy
ARC PROJECTOR	⌖	2	L2, T2	4	2	Disrupt
AV-99 27MM REVOLVER	⌖	1	L3, T1	1	3	Agile
EM-227 MULTICANNON	⌖	2	L4	3	3	Slowing
"FUNNELWEB" DRONES	⌖	1	L4, T4	2	2	Prime, Sweep
"ICHIRO" MISSILE PODS	⌖	1	L5	4	1	Burst, Cooldown
M-ZETA STORMCASTER	⌖	2	L1, T1	2	2	Slowing, Sweep, Weaken
SHK-II HARPOON GUN	⌖	2	M, L3	1	3	Force 3
TERACORE BEAM	⌖	2	L(All)	5	2	Cooldown
GD7 RIPPER BLADE	🗡	2	M	1	3	Fracture, Weaken
GF14 CHARGED SPEAR	🗡	2	W1	1	3	Pierce
OMEGA DRILL	🗡	3	M	1	4	Massive, Pierce, Heavy
RXM-S8 "LUNA" SHIELD	🗡	1	M	1	3	Brace, Stun
SRW-91 PILEBUNKER	🗡	3	M	1	5	Cooldown, Fracture, Pierce
SGR-1 "DRAGON" AXE	🗡	1	M, L2	2	3	None
THUNDERBOLT CQC RIG	🗡	3	M	1	3	Agile, Stun

WEAPON TAG GLOSSARY

WEAPON TAG	EFFECT
AGILE	Before or after attacking, you may take your basic **Boost** action.
BRACE	On attack, you gain Brace.
BURST	On a **Weak Hit** or better, also hits all foes Matched to its target(s). Overlapping Burst triggers don't stack damage on the same foe.
COOLDOWN	Can't make attacks two rounds in a row.
DISRUPT	Disrupts targets on a **Strong Hit** or better.
FORCE X	On a **Weak Hit** or better, targets gain or lose up to X Speed (you choose which, but must move them at least 1 Speed).
FRACTURE	Fractures targets on a **Strong Hit** or better.
HEAVY	Can't attack if you've **Boosted** at all this turn. After attacking, you can't **Boost** until the start of your next turn.
LEECH	When this destroys a non-Chaff foe, gain Stable +1 until you **Push Your Limits.**
LOCK	Locks targets on a **Strong Hit** or better.
MASSIVE	On a **Null**, still deals half its total Harm. Doesn't count as a hit.
MASSLESS	Damage ignores Mass, including negative Mass. (Veil only).
PIERCE	Deals full damage through all reductions, including **Shell.**
PRECISE	+1d6 on Sights checks.
PRIME	Primes targets on a **Strong Hit** or better.
SLOWING	Slows targets on a **Strong Hit** or better.
SPOTTER	Sights targets on a **Strong Hit** or better.
STUN	Stuns targets on a **Crit**.
SWEEP	Can target foes in any of its speed bands with the same attack, assuming valid targets.
WEAKEN	Weakens targets on a **Strong Hit** or better.

STATUSES

Many weapon tags, Drive powers, and enemy effects apply *statuses*, temporary conditions that restrict or enhance character actions and abilities. *Basic statuses*, listed below, are underlined in rules text and applied by a wide variety of powers and effects. *Special* statuses are formatted in **BOLD COLORS** and are applied by a specific Drive Core or foe (for example, the Leo Core's **RADIANCE**).

Unless otherwise specified, statuses *never stack* and are cleared at the end of a character's next turn. (If a character takes a status on their own turn, it clears after they've taken another full turn, not after their current one).

BASIC STATUSES	EFFECT
BRACED	Target takes -1 damage from all sources.
DISRUPTED	Target can't use powers or special actions.
FRACTURED	Target can't reduce incoming damage in any way.
HONED	Target deals +2 damage. Lasts until target deals any damage, then clears itself.
LOCKED	Target can't **Boost** or **Fold** (can still **Warp**).
PRIMED	Target takes +2 damage. Lasts until target takes any damage, then clears itself.
SIGHTED	Single-target attacks vs. target roll +1d6.
SLOWED	Target's Thrust/Reach treated as 1, can't increase above 1.
STUNNED	Target can't act. Revolvers can take d6 Drive Stress to take a single action anyway.
STRAINED	Whenever target takes Drive Stress, they take +1.
STABLE [X]	Target is treated as having -X Drive Stress (min. 1), for powers, **Push Your Limits** rolls, etc.
WEAKENED	Target deals -1 damage.

COMBAT

DANCE ACROSS INFINITY

It’s different for everyone.

A **DANCE**, brutal starswept elegance,
intricate choreography with steps
measured in femtoseconds—

in the warp-weft of thrust vectors
and Einstein–Rosen lensing—

in fragmentary divisions of
the speed of light—

A **RACE**, supernovae as your
starting gun, the edge of the
universe your finish line, your
body a brilliant laser—

a finely-tuned machine—

a relativistic bullet—

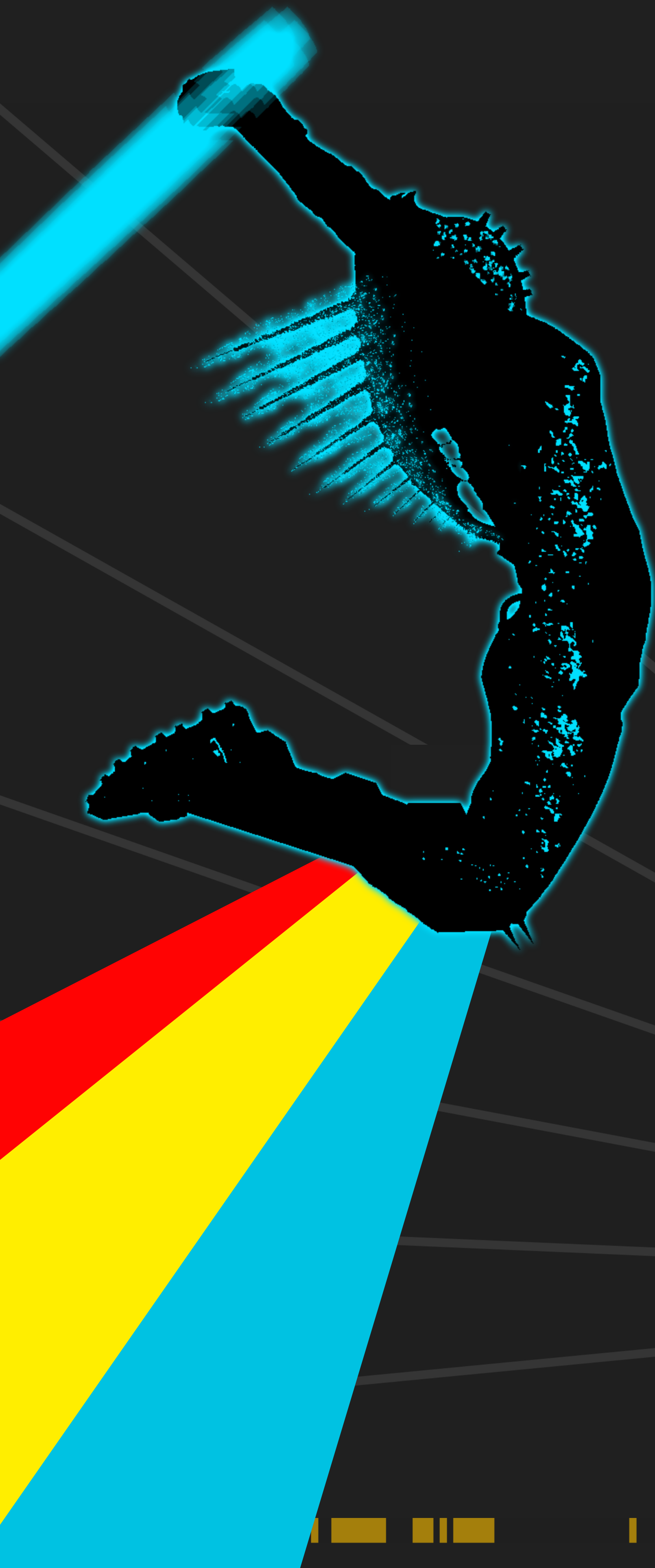
A **HUNT**, chasing the void’s hollow heart,
diving the broken-cold expanse, abyss-
then-emergence with proud-worn scars—

with shreds of broken darkness in your
teeth—

with a soul of unquenched fire—

You are heat and speed and light
tempered like a blade, honed to an
atom’s edge—you were made for this,
but what is it for you?

Go, and find your answer.



COMBAT BASICS

The Combat phase is all about knife-edge tactics, flashy maneuvers, and bringing the raw power of the stars to bear against apocalyptic threats. As a Revolver, you'll use your weapons and Drive powers to destroy the Veil in a local sector, seal their Breaches, and accomplish secondary objectives (like defending a VIP) as needed. As a GM, you'll control the Veil swarms against the Brace, track their Incursion on local spacetime, and introduce tactical complications in response to Revolvers' actions.

Combat scenes begin with the Brace clashing against the Veil, and require some brief setup before the action starts in earnest:

- **Establish stakes.** Combat exists in context—defeating the Veil is a means to an end, a piece of a larger mission. The GM should ensure the Brace knows what they're fighting and what's on the line if they win or lose.

- **Explain objectives.** Many Combat scenes will have more complex goals than repelling all the Veil: protect a ship or wounded Revolver, destroy a specific HVT, and so on.

- **Assign starting Speeds.** Infinite Revolution uses a relative positioning system called Speed. Revolvers begin Combat at a Speed of their choice, up to **2 + their Thrust**, while foes start at a specific Speed listed in their stat block. (See *Speed* on the next page).

- **Resolve pre-combat effects,** if any. Some foes or mission effects might cause the starting circumstances of a Combat to change. Make sure you resolve those before you kick things off.

The rest of this section will explain the Combat rules in depth.

TURNS AND ROUNDS

Combat scenes move in *rounds*, which are divided into turns—one for each Revolver, and then one for the Veil (the *Incursion Turn*). Revolvers take turns in any order the Brace agrees on, but once a Revolver starts their turn, they must finish it entirely before another Revolver can start theirs. Once *all* Revolvers have acted, the Veil take their Incursion Turn, and then a new round begins.

SPEED

Revolver combat usually occurs at a significant fraction of *c*. At those velocities, your specific position doesn't matter—but your **Speed** does.

In INFINITE REVOLUTION, Speed is:

- **Your position.** Combat doesn't require a map or battle grid. Instead, each character tracks their current speed as a number from 0-10, representing how fast they're moving relative to others in the scene. Speed changes as characters maneuver around each other, trade hits, and otherwise clash in Combat.
- **Your range.** Weapons and powers can only target characters at certain Speeds relative to the attacker. (See the next section for more).
- **Your armor**. Taking damage from the Veil *reduces your Speed*. Your Drive insulates you from all physical harm, but the Veil don't need you dead—just out of the way.
- **Your life.** If your Speed ever drops below 1, you'll **Zero Out**, drifting aimlessly in the starless void as the battle streaks by. You'll remain there until Combat ends, unless you risk your Drive's integrity to **Rally** and rocket back into the fight.

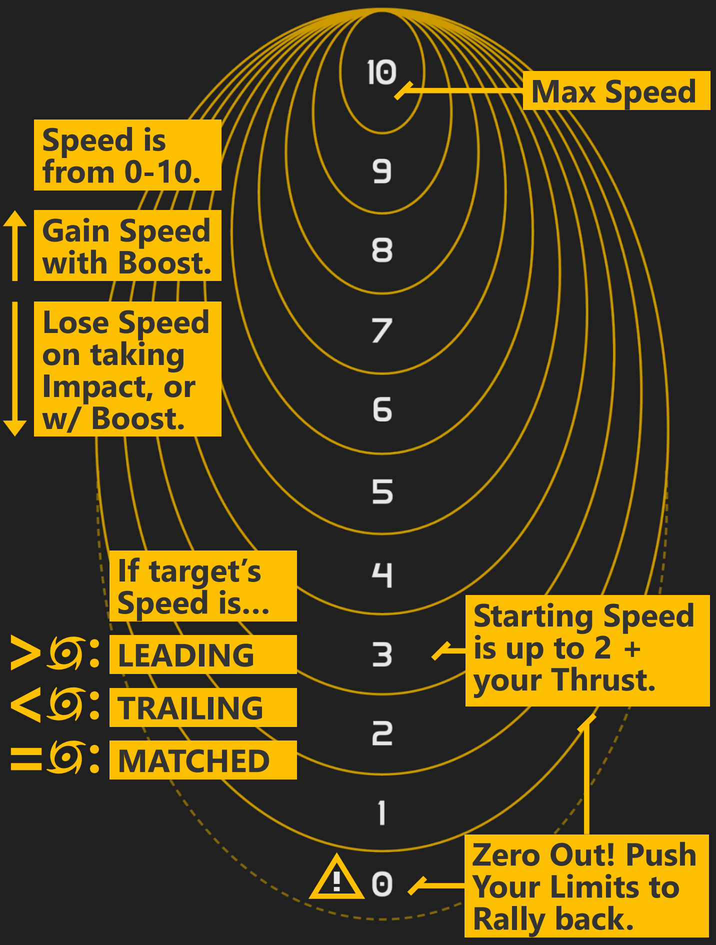
TARGETS AND SPEED BANDS

Most weapons and powers can only target characters occupying specific *Speed bands:*

- **Leading (X).** The target's Speed is up to X higher than yours (but isn't the same).
- **Trailing (X).** The target's Speed is up to X lower than yours (but isn't the same).
- **Within (X).** The target's Speed is up to X higher or lower than yours (or they're Matched).
- **Matched.** You and the target share the same Speed.

For example: you're at Speed 3, and your weapon has a band of Leading (2). Foes at Speeds 4 or 5 would both be valid targets, but foes at Speeds 2, 3, or 6 would not.

One more note about targeting: if an effect targets an *ally* or *allies*, it means *other* Revolvers in the Brace, not yourself. Take care of your friends out there.


10
Max Speed
Speed is from 0-10.
9
Gain Speed with Boost.
8
Lose Speed on taking Impact, or w/ Boost.
7
6
5
If target's Speed is...
4
>🌀: LEADING
3
Starting Speed is up to 2 + your Thrust.
<🌀: TRAILING
2
=🌀: MATCHED
1
⚠ 0
Zero Out! Push Your Limits to Rally back.

REVOLVER ACTIONS

During each of your Combat turns as a Revolver, you can...

Take **one** BASIC ACTION:

- **ATTACK.** Put those weapons to use. Choose targets in the Speed band of one of your weapons, then roll a Sights check. On a...
  - **Null [⚀-⚂]:** You miss, and the enemy gets to **Counter**.
  - **Weak Hit [⚃-⚄]:** You hit—and deal your weapon’s Harm and effects to all targets—but the enemy gets to **Counter**.
  - **Strong Hit [⚅]:** You hit!
  - **Crit [⚅⚅+]:** You hit, and your attack deals double damage.
- **BOOST.** Gain or lose Speed up to your Drive’s Thrust, or, for “**Boost** [X]” effects, up to the specified X-amount.
  - Some effects allow you to **Warp**—this works like **Boost**, but you reach your target Speed instantly without traveling “through” any intermediate Speeds.
- **USE A DRIVE POWER.** Powers don’t require a roll—they always work, but you take their listed Drive Stress (in **gold**) after they resolve.

AND

Any number of SPECIAL ACTIONS:

- **TURBO.** 1/round, take a second basic action, then immediately **Push Your Limits.**
- **RETRO.** 1/round, **Boost 1,** then take 1 Drive Stress.
- **SEAL.** Equalize any number of active Veil Breaches you’re currently Matched to, removing them from the scene.
- **RALLY.** If you’re **Zeroed Out**, you can **Rally** to return to the fight in a blaze of superluminary defiance. **Push Your Limits**, reset your Speed to **2+Thrust** (or less—your choice), clear all statuses, and then take the rest of your turn as normal.
- **DEEP SUPPORT.** Activate one of the specialized Hammer reinforcement options your Brace has selected for the mission.
- **OVERDRIVE.** 1/mission, **Push Your Limits** to use your Drive Core’s signature power. OVERDRIVES are incredibly strong and can turn a Combat on their own if used effectively.

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VEIL ACTIONS

The Veil only take actions when they're *activated* as part of their own phase of Combat: the Incursion Turn. No matter what, a given foe can only activate once each Combat round. No doubling up!

The Veil have a similar set of actions to Revolvers, but use them slightly differently. Like Revolvers, they can only use a single basic action each round, along with any number of special actions.

VEIL BASIC ACTIONS:

- **ATTACK.** The GM chooses an attack and notes its targets. Those targets take the attack's Impact and associated effects (Veil never roll to hit, but many of their attacks and powers have variable damage).

- **USE A POWER.** The Veil don't take Drive Stress for using powers, but some of their stronger abilities cost Incursion to use.

VEIL SPECIAL ACTIONS:

- **COUNTER.** When a Revolver rolls a **Weak Hit** or **Null** on a check in Combat, the GM may activate *any* single Veil's **Counter** ability in response. Counters happen after the triggering action resolves, and don't count as the Veil's actual activation for the round.

- **FOLD.** On its turn, a Veil may gain or lose Speed up to its Reach stat.

DAMAGE

- **Revolvers** deal damage as *Harm*, which reduces foes' *Presence*. When a foe loses all their Presence, they're **destroyed**.

- **Foes** deal damage as *Impact*, which reduces Revolvers' Speed. When a Revolver's Speed drops below 1, they **ZERO OUT.**

VEIL BREACHES

When the Veil are destroyed, they implode violently back into V-Space, leaving little nicks and scratches in the curvature of spacetime. Sometimes, this paracausal shrapnel hits a tender spot, and tears open a gaping wound in the universe: a Veil Breach.

Veil Breaches are temporary, volatile portals to V-Space. They have a Speed (set when they open and unchangeable afterwards), but aren't characters and can't be targeted by most powers and attacks.

Once a Veil Breach is opened, it remains active until the end of the scene, or until a Revolver equalizes the Breach's entropy and **Seals** it.

Left unchecked, Veil Breaches pose a significant threat: the more active Breaches remain, the more vulnerable the battlefield becomes to *Incursion* from V-Space.

INCURSION

Incursion represents the strength of the Veil's intrusion into the realspace—the higher it is, the more dangerous the scene becomes. The GM can spend Incursion to activate foes, use dangerous powers, summon reinforcements, and otherwise complicate the fight for the Brace.

After *the entire Brace* has acted in a Combat round, the GM takes the Veil's Incursion Turn:

- First, the Veil gain Incursion equal to the current Combat round (1 in the first round, 2 in the second round, etc), +1 for every active Veil Breach.
- Then, roll a d6 for each foe destroyed this round. For each roll of 1-3, open a new Veil Breach within Speed 1 of a deployed Veil (GM's choice). If there aren't any Veil remaining, new breaches can't be opened.
- Finally, the GM may spend Incursion as they wish to take one or more *Incursion Moves.*

INCURSION MOVES	COST
ACTIVATE.	
Activate any deployed foe:	**None**, 1/ round only
Activate 1-2 Chaff-rank foes:	**1**
Activate 1 Standard-rank foe:	**2**
Activate 1 Elite-rank foe:	**3**
REINFORCE.	
Deploy 2 Chaff or 1 Standard-rank foe at an active Veil Breach.	**2**
Deploy 1 Elite-rank foe at an active Veil Breach.	**4**
Deploy any 3 non-Boss foes at an active Veil Breach.	**6**
BLOOM.	
Activate a *Veil Bloom* to complicate the encounter.	**None**, costs V-Seeds.

ENDING COMBAT

Combat scenes can end in a variety of ways:

- The Brace destroys all Veil and seals all active Breaches. (Success)
- The Brace completes their primary combat objective, if any. (Success)
- The entire Brace Zeroes Out. (Failure)
- The combat objective becomes unrecoverable or is destroyed. (Failure)
- The Brace abandons the combat to pursue another objective. (Failure)

Consequences for failing a combat scene are mission-specific, but generally align with the SITREP rules: usually, the biggest price you pay is wasted time.

Remember—raw annihilative force is entropy's ally, not ours. Combat is a means to an end and that end is us, not them. Space is cold and empty, but our ships-stations-planets are full of warm and fragile life. Favor retreat over obliteration. Flesh over metal. Protect what matters most—what you swore to.

CRISIS

FIND THE BETTER WAY

There is always something going wrong.

It is all happening now and everywhere at once: Stations collapsing under siege. Terrestrial unrest roiling, too few supplies for too many frightened people. Ships swallowed or punctured or left torn across the unfeeling dark. Steel and glass and vacuum graves. People are dying, every day. They are killing them, every day.

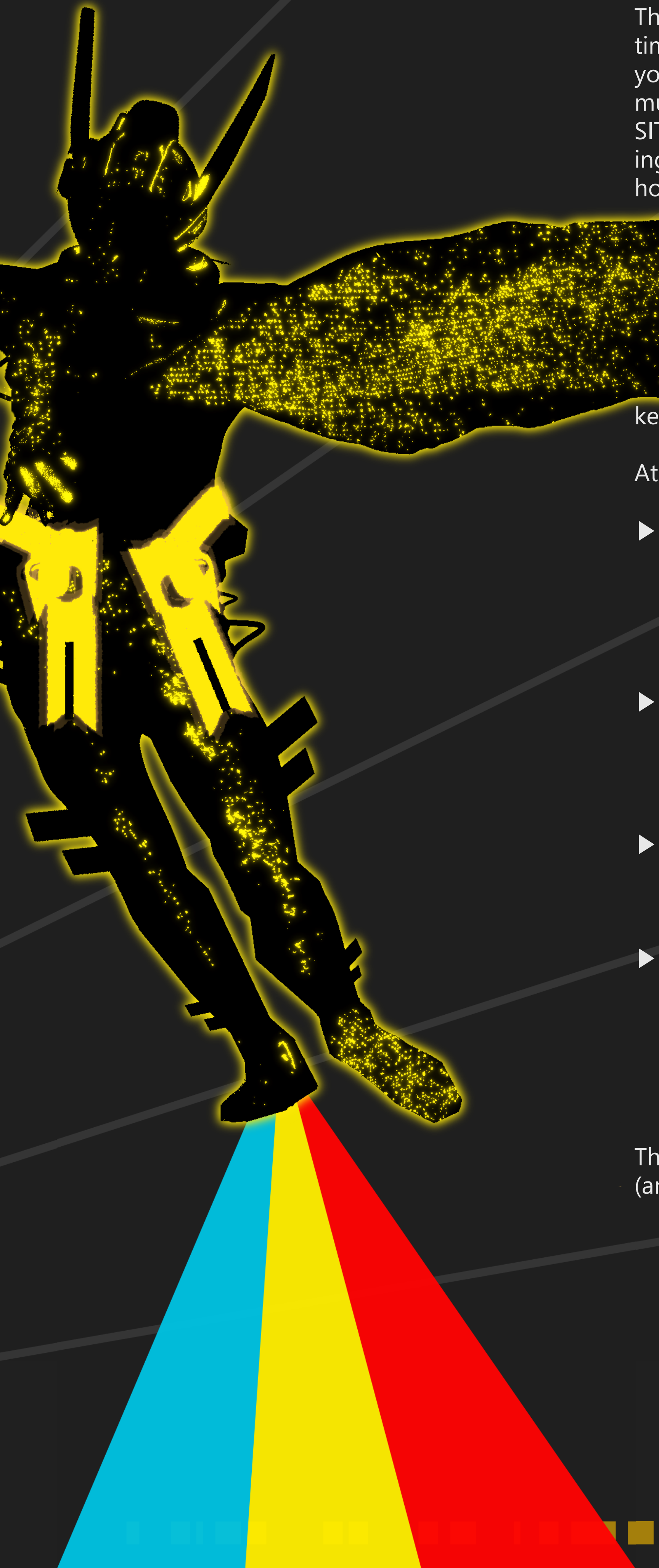
And you, here, now, you are what is set against them.

You are hasty lifepod escapes and orbits-set-steady. You are the turn of the sun. You are the breaking of the wave, the breath of air, frozen tears, answered prayers, hope-beyond-belief.

There is always something going wrong. There is always something you can fix. You are here and now and you are the hammer of action, you are all the agency Humanity has been denied.

Trust yourself. Light the way. **Deliver them.**

CRISIS BASICS



The Crisis phase is about desperate stakes, tight timelines, and creative thinking. As a Revolver, you'll be racing against the clock to solve the multiple encroaching disasters that threaten a SITREP, and use your unique Sparks, ingenuity, and guts to hopefully win the day. As a GM, you'll set each scene and describe key objectives, work with the Brace to resolve the outcomes of their plans, and manage Crisis tracks and other mechanics to keep the pressure on.

At its core, Crisis play is:

- **Narrative-first.** Characters act spontaneously (primarily using their Sparks), time advances fluidly, and individual checks have varying degrees of impact on the scene.
- **Open-ended.** The GM describes the goals and challenges, but the Brace decides how they approach them. Work with your players and their ideas, not against them!
- **Tense.** The threat of the Veil is ever-present, and mistakes can have dire consequences for the mission.
- **Cinematic.** Crisis play is great for big, bombastic moments: outracing a star before it goes supernova, destroying a Veil superweapon, and so on. Use it to build tension throughout the mission, then let your Brace ride out the payoffs.

The rest of this section will cover how to play (and run) the Crisis phase in depth.

BEATS

During Crisis play, time moves in moments called *beats*. Beats don't measure any specific length of time. Instead, they're the flashes of action, risk, and resolve that define the outcomes of the *SITREP*: a collection of linked scenes focused around a single clear problem or objective.

As a general rule, every narratively-significant action a Revolver takes during Crisis play will take *1 beat* to resolve. These actions don't have to be ones that require checks, and many of them won't. More involved, multi-step actions should take additional beats, and some actions with follow-up consequences might require multiple checks but only take a single beat. Follow your intuition.

The GM should only track beats when time pressure is relevant. For most missions, this is *all the time*. Each SITREP represents this pressure with crisis tracks, catastrophic events that trigger after a certain number of beats unless they're successfully averted. Exactly how long each crisis track is depends on the severity and complexity of the crisis (see *Crises* in the next section)

On each beat during a SITREP (more on those momentarily), Revolvers decide on a plan of action, make checks as necessary (as individuals or as a group), and play the outcomes. Once everyone in the Brace has acted, solo or in concert, the GM marks each crisis track, and a new beat begins. This repeats until all crises are resolved, either from the Brace's heroic actions or from collapsing into disaster. Either way, the SITREP's over.

When tracking both Combat and narrative scenes in the same SITREP, treat every 2 rounds of Combat as 1 beat (round down, but with a minimum of 1).

CRISES AND CRISIS TRACKS

Crises are the material stakes of a SITREP—the worst-case disasters the Brace is rushing to prevent. Before Crisis play begins, the GM builds one or more (usually more) crisis tracks using the following procedure:

- **Define the crisis.** What's at stake—lives, resources, territory? What has already gone wrong? What's the worst possible outcome, and why will it happen without Revolver intervention? What needs to happen to avert it?

- **Set track length.** This is the crisis's urgency: how much time (in beats) the Brace has before it triggers. Here are some guidelines:
    - **1 beat:** A breaking point. Things are dire and the Brace needs to act now, without time for planning or hesitation.
    - **2-3 beats:** The situation is degrading rapidly. A few key moments will make or break it.
    - **4+ beats:** A looming threat. The Brace has some breathing room, but less than they might think.

- **Create complications.** How is this crisis unique? Does the situation make certain approaches impossible? Does Revolver intervention risk collateral damage? Are there multiple solutions with different drawbacks? Will solving it require direct Combat, potentially burning precious time?

- **Repeat.** SITREPs work best when they contain multiple competing crises with a variety of stakes, urgencies, and complications. Use short-track crises to up the desperation, and long-track ones to add creeping tension. Multiple crises with the same length are great for forcing hard decisions. Embrace messy situations and avoid clear best paths.

SOLVING CRISES

To solve a crisis, you'll need to act, and you'll probably want to leverage an advantage from an ally, the environment, or one of your Sparks.

To use a Spark in Crisis play... use it! Describe how it helps your Revolver accomplish their goal like any other action. If things are dicey or dramatic, the GM might call for a check using the Spark's rating. Run up against your Spark's Limiters, and you'll be working against the odds with lower Potential (see below)—but when has that ever stopped you?

Both the GM and the Brace should interpret Sparks broadly. Let them inspire creativity, quick thinking, and off-the-wall plans. That's what they're for.

IGNITION

When you make a check using your Sparks during Crisis play, you have another option besides rolling your rating straight: **Ignition**.

To **Ignite** a Spark, take up to 3 Drive Stress and add that many dice as a bonus to your check before you roll. No retroaction—if you need the extra juice, you'll need to lean into it from the get-go. If the ignited check **Crits**, immediately **Push Your Limits**—you've succeeded (and them some) but you've fanned your Spark so hard that it's erupted into unexpected collateral.

EXAMPLE CRISES

Here's a few of the problems Revolvers might need to solve while out on deploy:

OXYGEN DWINDLES

1 BEAT

A damaged ship's oxygen is rapidly venting into the black. When this crisis collapses, life support fails entirely, and panicked cries over wideband comms fade to eerie, frozen silence. The Brace can avert this crisis by repairing the ship's life support or evacuating the crew.

CONSUMPTION

2 BEATS

A massive Veilform has enveloped a nearby station and has begun to devour it from the outside in. When this crisis triggers, the station melts into shuddering filaments of unlight, and everything inside is lost to V-space. The Brace can avert this crisis by destroying the Veilform or otherwise removing it from the station.

SHIELD ARRAY FAILS

4 BEATS

A besieged colony's antipolar shields are in danger of failing, making them easy prey for the Veil force massing in the sector. When this crisis triggers, the Veil swarm the colony, destroying it and killing anyone not evacuated. The Brace can avert this crisis by destroying or diverting the massed Veil force, repairing the shield array, or evacuating the colony.

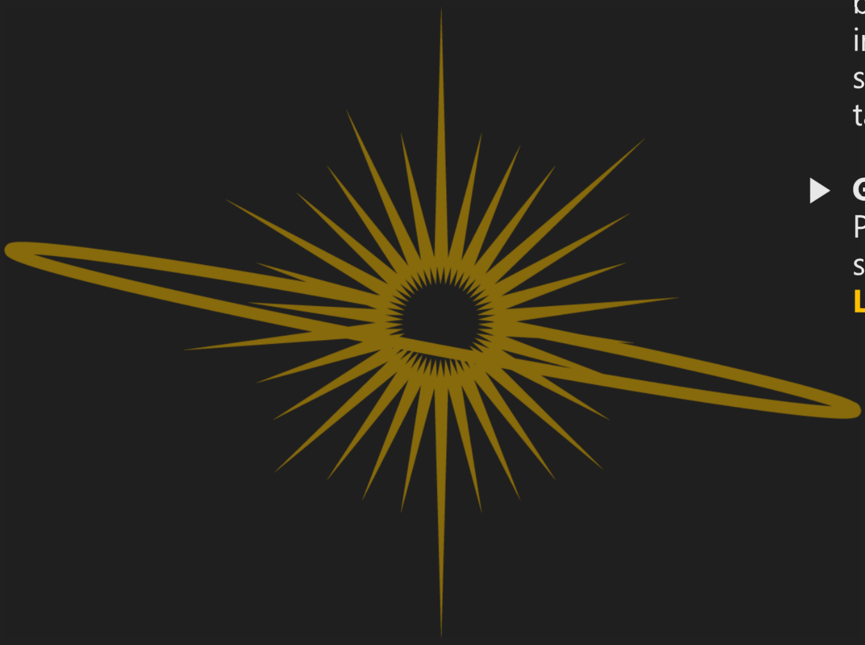
POTENTIAL

Not every threat, stunt, or desperate last-picosecond gambit is created equal. *Potential* helps answer the question "I have a problem and a plan—how far will this get me if I pull it off?"

In Crisis play, when you pitch your approach as part of making a check, the GM will explain the approach's Potential before you roll:

- **Max Potential:** You'll solve the problem, flat out.
- **High Potential:** You'll solve most of the problem. Another good push will get you there.
- **Good Potential:** You'll solve a small part of the problem, make it easier to approach, or remove an obstacle in the way.
- **No Potential:** Your approach just doesn't work here. Trying it won't solve anything, and might even make things worse.

Potential doesn't just represent how clever your plan is—it's all about the context of the moment you act! When setting Potential, the GM should lead with their intuition, then consider any environmental factors in the scene that might influence your approach.



MODIFYING POTENTIAL

Here are some good reasons to *increase* an approach's Potential:

- You have help, especially from a bracemate.
- Your approach is a perfect counter to the problem.
- The problem's already softened up.
- You can work the environment to your advantage.

And some good reasons to *decrease* it:

- Your approach hits one of your Spark's Limiters.
- The problem is hardened or prepared for you.
- The environment is hostile or interfering.
- The problem is just too big for one Revolver.

If your approach's Potential is lower than you'd like, you have a few options:

- **Back out:** You can always pitch a different approach that might be more favorable.
- **Commit:** You can always **Push Your Limits** before you roll a check to automatically increase its Potential by one step. This is separate from **Ignition** and can be used in tandem with it.
- **Get lucky:** **Crits** also increase a check's Potential by one step, retroactively. This stacks with the bonus from **Push Your Limits** above.

FAILURE AND RISK

Potential measures how successful you are in the best case. But what about the rest? What happens when even every last shred of effort you put in isn't enough?

INFINITE REVOLUTION assumes a singular broad consequence for most failed or nearly-failed checks:

You waste time.

And wasted time is a problem, because SITREPs are defined by chronal-critical stakes and imminent disaster. If your plan fails, you're burning precious moments before the situation collapses beyond what even you can save. If you score a **Weak Hit**, the GM could rule your check is less effective (decreasing Potential), takes longer (consumes more SITREP beats) or introduce some other unforeseen delay.

Broadly, though, even a **Null** check shouldn't introduce *additional* problems beyond the original stakes of the SITREP—burning precious seconds is consequence enough.

There are exceptions. If a situation is especially delicate or volatile (or a plan is especially careless) the GM can declare a check is *risky* before the roll. When *risky* checks fail, the situation gets dramatically worse: the ship starts depressurizing, the Veil advance, the reactor goes into meltdown. Strive to avoid them when you can and tread carefully when you can't.

ENDING CRISIS PLAY

At the end of a SITREP, the GM describes the outcome of each crisis based on how much progress the Revolvers made in solving it. Here's an example, using the **"OXYGEN DWINDLES"** crisis introduced earlier. Use your best judgment based on both the potential and effects of whatever the Brace did to help.

If the **OXYGEN DWINDLES** crisis is:

- **Left alone:** The ship's captain bids a quiet radio farewell as their vessel silently collapses into depressurizing wreckage.
- **Started:** Only a scattering of the original crew remains.
- **Mostly solved:** Most of the crew is safe. The losses could have been so much worse.
- **Solved:** You saved everyone you could. It wasn't everyone, but it was more than anyone could hope for.

A single SITREP usually doesn't determine the entire outcome of a mission, but the outcomes of its crises are rarely self-contained. Losing key positions or reinforcements will cause aftershocks in later engagements. Follow the threads of consequence and don't be afraid to lean into them!

CRADLE

FOR JUST ONE MOMENT

"Bonsai." *Twiceriven Silver Birch's coarse basalt voice reverberates through the observation vestibule, quiet and enveloping.*

There's a pause, and a patter of intermissive taps as Lior queries station intra. "Huh. In spingrav?"

"It adds enjoyable complexity."

"Huh. That's... huh." She squeezes Twiceriven's shoulder for lack of clearer words. "You should show me. Sounds beautiful."

They nod. "I will. Next leave."

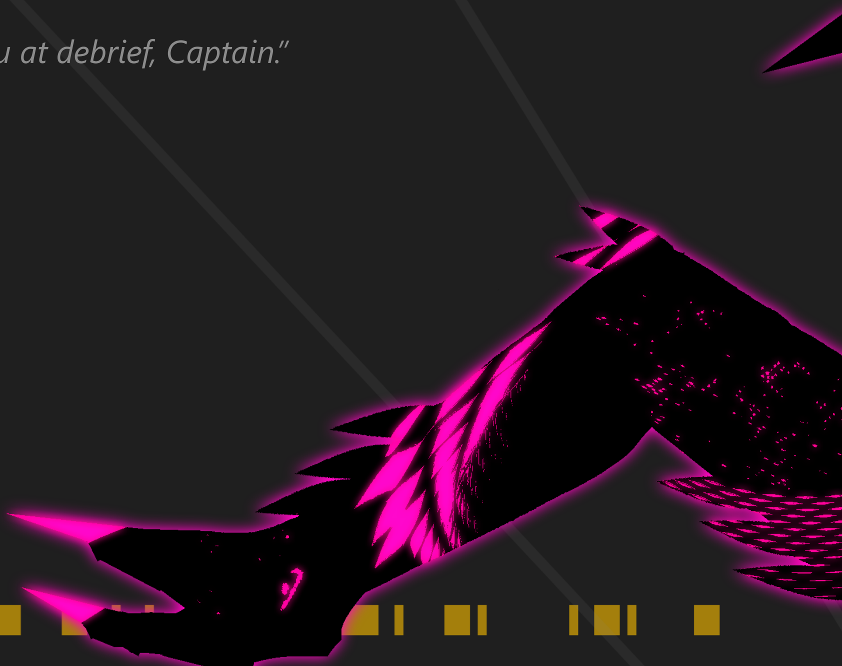
Lior faux-pouts and squeezes again, harder. "And not this one?"

Twiceriven raises a hand, as if to say, wait—and the empyreal quiet splits, gutted by the sharp relentless chime of Cachalot Station's scramble alarm.

Lior swears, then throws her arms around them, holding her head in the crook of their neck. The invert light of Twiceriven's Drive shudders, black candleshot with rich blue.

She holds for seven seconds, no more, then breaks the embrace. Lets out a heavy breath. "Thank you."

"See you at debrief, Captain."



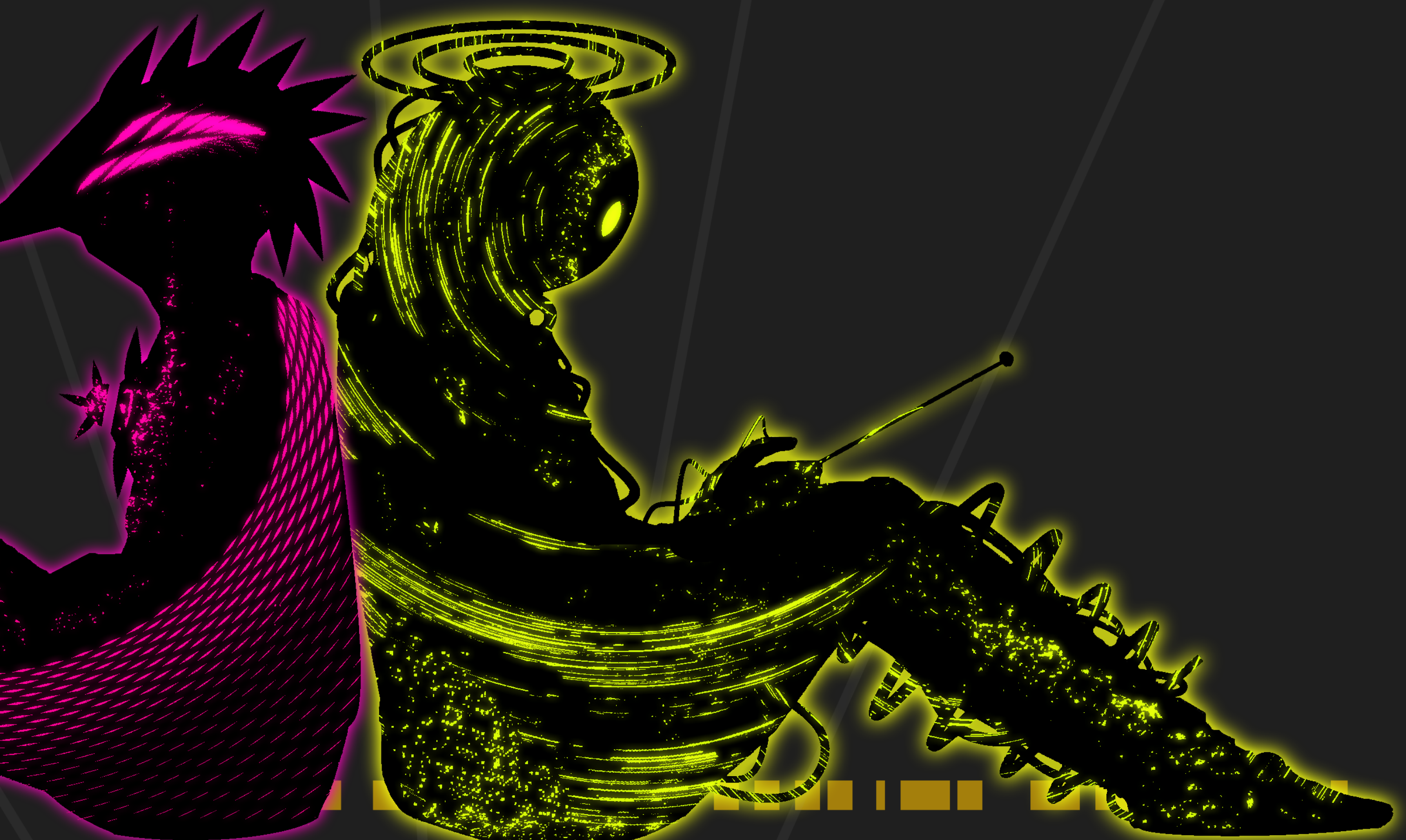
CRADLE BASICS

The *Cradle* phase is for the fleeting moments of rest as a Revolver. It’s the space between your turbine blades, those fragmentary slivers of your life that aren’t terror-giddy relativistic glowhowl. It’s the things you care for, and how you care for them. Hold it close.

Cradle play usually takes place in your Brace’s home station or a similarly safe location—somewhere you can decompress, sit with your losses, and prepare for your inevitable next mission.

During Cradle, each Revolver can make a single *Cradle Move*, a narrative action that represents how they spend the bulk of their precious time off-call.

This rest of this section lists eight example Cradle Moves, each with their own potential payoffs and consequences. If none of them fit what you want to do, work with your GM to create a new one.



USING CRADLE MOVES

Cradle moves give narrative structure for your Revolver's personal pursuits, but also serve an important function within the game: they're the *only way to safely vent Drive Stress.*

Once you've chosen a Cradle move, describe what you want to do, then roll a d6. If you roll *equal or over* your current Drive Stress, everything goes well! Clear all Drive Stress and savor the feeling.

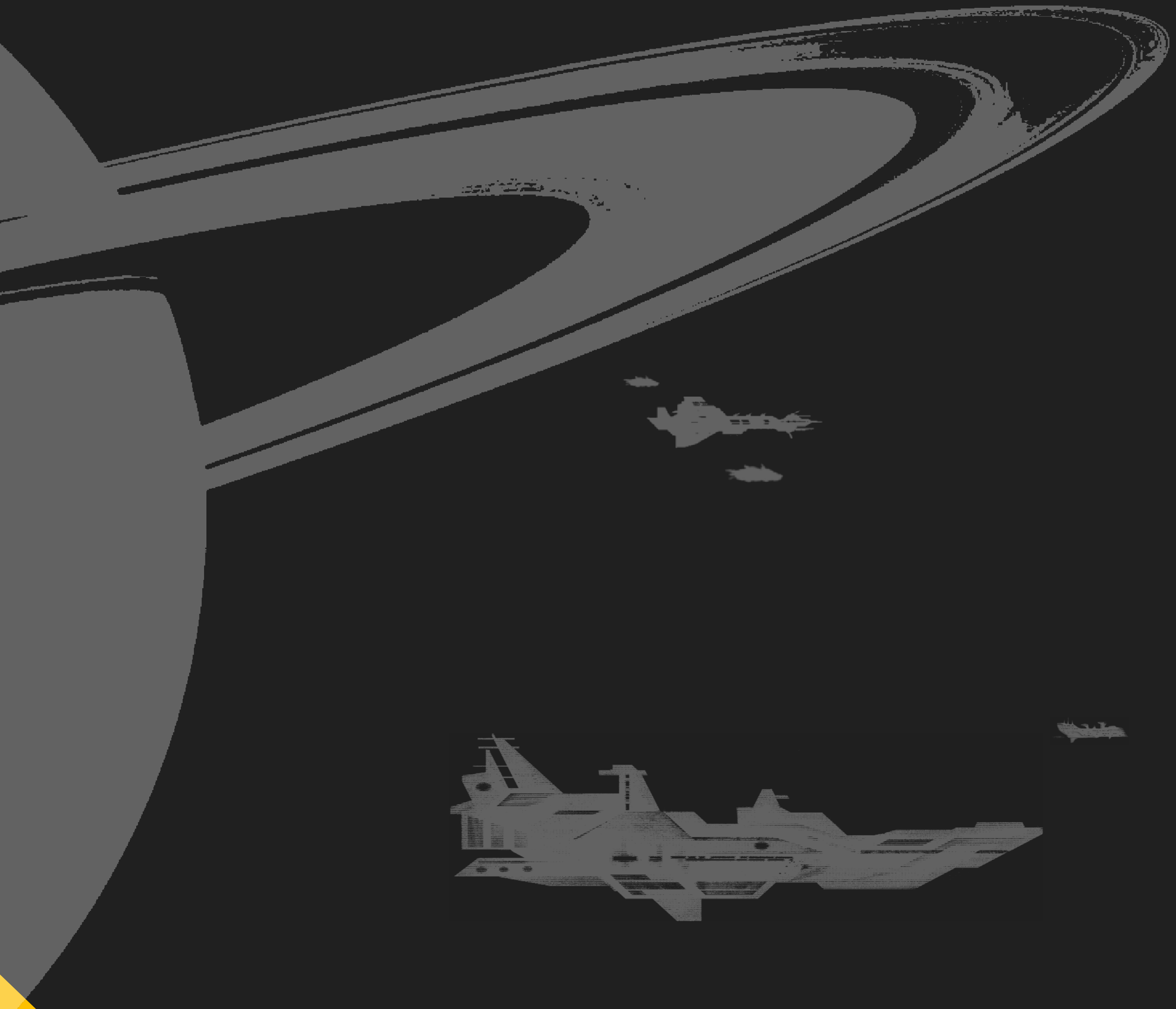
If you roll *under* your Drive Stress, you have a choice: settle with the strain and only clear half your current Stress, or take a *Flareup* (see below) to reroll any number of dice plus an additional 1d6. If you do, treat the sum of *all* dice as your new total.

You can repeat the above any number of times, adding +1d6 each time, as long as you keep taking Flareups.

FLAREUPS

Flareups are the consequences of letting your Drive Stress get the better of you: emotional or physical outbursts that cause problems for yourself, for others, or for the station. They're messy, hurtful, sometimes embarrassing, and always your fault.

Each Cradle move has a few suggested Flareups, but the GM is free to come up with others to fit the context and your character. If you're taking multiple Flareups at once, you can also magnify an existing consequence (deeper hurt, harsher collateral, wider effect, etc.) instead of introducing a new one each time.



BONUS OUTCOMES

If you and the GM agree the situation fits and is especially meaningful for your character, the outcome of a Cradle Move can also restore Failsafes—you find something new to use as a ground, or make peace with something you lost. This is a rare and precious thing. Treat it accordingly.

If a Revolver spends a given Cradle Move attempting to gain a direct advantage in the next mission (**Tinker** to upgrade a power or weapon, for example, or **Search** to scout data on Veil movements), they can't clear any Drive Stress with that move, no matter the roll result (handle Flareups as normal).

There's a war, but the war is never all there is. It can't be, for you to stay human.

CRADLE TIPS

Here are some helpful things to keep in mind when playing or running the Cradle phase:

- **Put character first.** During Cradle, focus on your Revolvers as people, not star-chasing heroes. Explore their hopes, flaws, regrets, and desires—the tenuous threads that connect them to their humanity.
- **Share the spotlight.** Don't worry about splitting scenes equally—just make sure every Revolver has a chance to act, pursue their goals, and be heard.
- **Bond with your Brace.** Most Cradle Moves can accommodate multiple Revolvers in the same scene. Leverage this! Killing time stationside is great for developing relationships between the Brace—as diehard friends, comrades-in-arms, bitter rivals, star-crossed lovers, or anything else.
- **Embrace consequences.** Cradle play is the perfect opportunity to explore the unique challenges of being a Revolver: the massive pressure of being Humanity's only hope, the existential stresses of relativity and immortality, and the alienating effects of Burn Scars and R-Drives in general. All of the above can provide rich opportunities for roleplay—don't be afraid to put them front and center.
- **Remember, it's a war.** And it's not over yet. Cradle should be a brief respite from the looming threat of the Veil, but it should never feel quite long enough. Sooner or later (usually sooner), Humanity will need your Brace again, and you'll be spun back up and hurtling through the black—even if that means leaving unfinished business stationside.

EXAMPLE CRADLE MOVES

REST

BE STILL

This time is still yours. Take it and let it unfurl, relax; let it be measured in hours again. Read a book, meditate, float through the black—something pleasant, peaceful, and unmotivated.

This move always clears all Drive Stress, doesn't require a roll, and can't trigger Flareup, but also can't be used for any meaningful narrative actions. You don't have to justify yourself.

REVEL

CAROUSE, INDULGE, BE LOUD AND JOYFUL, MEET STRANGERS TIL THEY ARENT SO STRANGE

Revolvers don't need to eat or drink, but they still can. Humans don't need to touch or speak, but they still can. We don't need to smoke or shout or dance or celebrate, out here staring down cold oblivion—

But we *still can,* and that's reason enough.

FLAREUPS

- ▷ You put your vices first.
- ▷ You show off and crash out.
- ▷ You bring a Drive to a fistfight.
- ▷ You have a hard time feeling human.

SEARCH

STUDY, SCRUTINIZE, QUEST FOR ANSWERS, FOLLOW THAT NAGGING FEELING

What are the Veil? What do they want, if they want? How do they move like that? Did they recover anything from the wreckage? How do we move like that? Are the stars still there? Is the colony safe? Was there a funeral? What's beyond the Unlight Curtain? Did she ever get that degree? Why do V-Drives attract them? How are the kids? What is R-STATE, really? Do you still have that photo? Why now? You think he's still out there? Does he still remember me?

FLAREUPS

- ▷ You lose yourself in the finding.
- ▷ You breach hard-earned trust.
- ▷ You dig deeper than you should.
- ▷ You hurt someone in the way of the answer.

SPAR

FIGHT, PROVE YOURSELF, FIND CATHARSIS, SEE THE TRUTH OF SOMEONE IN MOTION

FIRST: find a willing opponent. This can be a member of your Brace or anyone who wants to fight a Revolver (or maybe just you, specifically). **THEN**: agree on stakes. You're doing this for a reason, even if the reason is to prove a point. **NEXT:** pick an arena: a simdeck, a forgotten maintenance alley, a few hundred thousand kilos of low-Incursion space. Whatever suits you.

NOW: you and the other player (or the GM, if your opponent isn't in your Brace) *settle it*. You can agree on an outcome, roll dice, play another game entirely, anything—as long as there's a winner.

FLAREUPS

- ▷ You hurt someone, badly.
- ▷ You cause collateral damage.
- ▷ You fight dirty.
- ▷ You make an enemy.

TINKER

BUILD, MODIFY, PERSONALIZE, BECOME THE BLEEDING EDGE

“Good enough” isn’t what got us beyond the stars, and it isn’t what will bring the stars back. Every piece of tech we have, every idea—every ship, gun, station, protocol, even the howling blades of your turbine heart—is someone’s work-in-progress, shaped by their bright vision of a future that’s better, faster, more beautiful and loving. There’s only one way from here to there: peel the safety labels off. Stick your fingers in.

FLAREUPS

- You’re overconfident and pay for it.
- You hurt the station or yourself.
- You make something unstable & dangerous.
- You ruin something perfectly good.

LABOR

GET TO WORK, SERVE THE STATION, FIX A PROBLEM, MAKE THINGS BETTER

In space, entropy is a constant intrusion even without the Veil’s influence—things break. HAMMER stations live in a state of constant triage, fixing failures ever-so-slightly faster than they accumulate and improving when they have (rare, precious) resources and time. One of the only ways to jump the curve or respond to true disaster is collaboration: cross-station aid, support from Earth, or a helping hand who can fly through hardvac and cold-weld with their fingers. If you’re willing, so are they. Lift together.

FLAREUPS

- You do something *your* way, and it’s wrong.
- You overwork someone else.
- You’re a pain to work with.
- You take too much—or too little—responsibility.

TRAIN

FOCUS, PERFORM, HONE A CRAFT, FOR THE UNIVERSE OR JUST YOURSELF

Most Revolvers don’t have “hobbies”. Maybe it’s the time, or lack thereof, immediate or existential or both. Maybe it’s the stress. Maybe it’s the alienation—art and craft are broadly still alive, thriving in spite of limited resources and existential threats, but maybe it’s all just too base, too human for things with stars for hearts and light for blood—

But exceptions appear, and grow, and persist.

FLAREUPS

- You make something you hate.
- You hit a wall you can’t get through.
- You pour your whole self in. Too much.
- You push too hard and burn out.

LOVE

THE REASON WE ARE HERE

Despite the universe’s best efforts, Revolvers are still roughly human, and humans are very, very good at falling in love—especially when circumstances demand restraint. Dating within Braces is common, and Revolver-civilian relationships are fraught but not unheard of.

One of the most popular ways to spend off-call aboard a station is with an entanglement: go on a date, cry on their shoulder, get nasty, be tender, make grand gestures or hold them close. Whatever helps. It’s easy to forget it all (the war, the immortality, the time dilation, the ticking clock of stellar sublimation) when there’s someone in your arms. Try to remember them.

FLAREUPS

- You say something you shouldn’t have.
- You go too fast, or too slow.
- You’re distant and can’t find the mood.
- You hold so tight it hurts.

ADVANCEMENT

INFINITE ESCALATION

Revolvers are never truly at rest. Every mission, every battle, every moment is a crucible that tempers the light you carry, the light that sears away your every limit. You are made to exceed yourselves—and the longer you burn, the brighter you'll shine.

Whenever you return from a mission (even if you failed):

- **Add a digit to your RPM.** You can also change the rest of the value if you like.
- **Gain 3 advancement tallies,** or more at your GM's discretion.
- **Spend the tallies.** Mark off options on the *advancement tracks* on the facing page. These stay marked between missions. When a track is fully marked, it grants its benefit and then resets to empty, ready to be marked again.
- **Gain a rank of DEEP SUPPORT,** and work with your Brace to requisition high-power reinforcements for the next mission.

By default, there's no limit to how many times you can take most advances, other than your Revolver's lifespan. Try not to burn up too quick.

ADVANCEMENT TRACKS

▷	**Focus a new tier** of a Celestial Lens. (Can only be filled once per downtime).
▷▷	**Increase a Spark's rating** by +1.
▷▷▷	Your Drive gains **+1 MP.**
▷▷▷	Your Drive gains **+1 Mass** or **+1 Thrust.**
▷▷▷	**Remove a Limiter** from one of your Sparks.
▷▷▷▷	**Gain a new Spark** at rating 2. (Only once).
▷▷▷▷	**Modify** one of your Drive powers. (GM's discretion).
▷ x6	Gain **+1 Sights.**

DEEP SUPPORT

When you complete a mission, your Brace collectively earns 1 rank of *DEEP SUPPORT:* powerful, specialized Hammer intervention options available to Revolvers who've proven themselves in the field.

During Cradle, your Brace can select up to two Deep Support options for the upcoming mission. Each option also requires you to *allocate* a certain number of ranks to use it, listed in [brackets] next to its name. Since you earn ranks *as a Brace*, not individually, you'll need to negotiate with your fellow Revolvers to choose what works for the entire team.

During a mission, any Revolver in your Brace can call in one of your support options. Their effects change depending on the current phase of play—

- **In Crisis:** Treat the DEEP SUPPORT and its description as one-time use Spark, with strength equal to its rank cost + 2.
- **In Combat:** Use the DEEP SUPPORT's listed Combat effect.

Once an option's called in, it's spent for that mission and won't be available again until you select it for the next.

Since DEEP SUPPORT ranks accumulate and carry over between missions, the more deploys you complete, the more powerful options your Brace can requisition. You can freely reallocate your ranks between missions, as long as the entire Brace agrees—take advantage of this to choose whatever best suits the risks of the upcoming deploy.

The remainder of this section lists some tried-and-true Deep Support requisitions, known for their usefulness and semi-ubiquity across Hammer stations.

DEEP SUPPORT OPTIONS

DIRECT FIRE RANK 1

PHASIC ARTILLERY PAINTER

DESCRIPTION: Ultra-long-range station-mounted phase inversion system. Briefly destabilizes solid matter, rendering it decohered and permeable to anything with sufficient mass-energy (Revolvers go without saying). Even after restabilizing, targets are significantly less structurally sound and glow faintly blue.

COMBAT EFFECT: Choose 1-5 or 6-10. All foes in the chosen Speed band take 2 Harm and are Primed.

SIGPIP (SELF-GUIDING POLAR INTERFERENCE PLATFORM)

DESCRIPTION: Drive-mounted powered flechette launcher. Pinpoint accurate and capable of entirely independent operation. Usefulness and reliability have given it an affectionate, borderline anthropomorphic reputation among many Braces.

COMBAT EFFECT: Distribute 3 Harm between up to 3 Leading (8) targets. For the rest of the scene, repeat this at the start of the activating Revolver's turn.

DIRECT FIRE RANK 2

FRESNEL-ROSEN LENSGATE

DESCRIPTION: Mirror-sized wormhole emitter with its linked end inches from Prima Sol herself. On activation, the lensgate charges for a few seconds, completes the link, and instantly vaporizes itself and anything it's pointed at (up to building-sized) with a beam of refracted stellar fury.

COMBAT EFFECT: Choose a foe. At the start of the next round, they take 8 Harm, ignoring reductions.

SLOW-WAVE RIPPER

DESCRIPTION: Low-amplitude version of the stationary "THUMPER" resonance emplacement. Unravels Veil at the wave-particle level. Effective against smaller Veilforms and depolarized matter (Unlight filaments, growths, armor, etc). Efficacy decreases exponentially versus higher-entropy targets.

COMBAT EFFECT: Instantly destroy all Chaff-rank foes.

DIRECT FIRE RANK 3

ABSOLUTIZATION

DESCRIPTION: Experimental Veilmorphic meta-algorithm based on recovered Bloomship parts. Given a Veil-aligned input, it will produce a perfect mirror-simulation, a resilient antithesis that evolves in real time as they do. You will learn exactly what the target is, what it can do, what its weaknesses are, and how to best exploit them. Metastatic R-load from long-term exposure remains a (mitigable) concern.

COMBAT EFFECT: Choose a foe. For the rest of the mission, foes of that type can't reduce damage from Revolvers.

MANEUVERING RANK 1

SSC (SINGLE-STAGE CONTINGENCY) BOOSTER

DESCRIPTION: An oversized physical Tier III retro rocket, attached to your Drive and rad-insulated to be just barely within maneuvering vtolerances. When the ignition trips, the insulation sloughs off, and you get a brief but substantial burst of speed.

COMBAT EFFECT: All Revolvers clear Locked and Slowed and may immediately **Boost** 2.

LOCAL NEWTONIAN INVERTER

DESCRIPTION: Instantly and equivalently transfers momentum between two nearby bodies. There's clearly some energy lost in the process—just not in this dimensional reference frame.

COMBAT EFFECT: Choose two characters (Revolvers or otherwise) at different Speeds. They **Warp** to each other's Speeds.

MANEUVERING RANK 2

SHORT-JUMP TUNER RIG

DESCRIPTION: Channels your Drive's boost energy into producing micro-wormholes instead of thrust. While active, you're nearly impossible to catch and can displace yourself past solid objects up to the size of a small moon.

COMBAT EFFECT: Until end of scene, all Revolvers gain +2 Thrust and can **Warp** when they Boost, up to 2/turn.

"ORION" RETROPULSAR

DESCRIPTION: Sometimes simple is best—all it is is a clamp, a shaped V-charge, and a diverter, with a hair-trigger wire or a remote for finesse. Instantly delivers a massive inertial impulse on detonation to whatever it's attached to. Make sure it's pointed the right way.

COMBAT EFFECT: Choose a Revolver. The next time they take Impact, they *gain* that much Speed instead. You may activate this option at any time.

MANEUVERING RANK 3

SIMEK-GARVEY MANIFOLD

DESCRIPTION: Large, bulky, torus-shaped focusing device; a prototype pattern for the first Drive Core. When provided sufficient power, it momentarily collapses two areas of local space together. Actually crossing the "line" between these spaces, no matter how thin the manifold makes it, requires an astonishing amount of mass-energy—luckily, modern R-Drives have plenty to spare.

COMBAT EFFECT: All Revolvers **Warp** to any Speed, or any point in Sol, then take 3 Drive Stress.

DEEP SUPPORT OPTIONS, CONT.

DRIVE ENGINEERING RANK 1

"BULLHORN" HYPERGRAV PROJECTOR

DESCRIPTION: Simple design based on early machining prototypes of the Taurus Core—essentially a portable, lower-output version of their Gravity Well. Approximately doubles the mass of anything it's calibrated to affect. Requires an active Drive link to satisfy its massive energy requirements.

COMBAT EFFECT: All Revolvers gain +2 Mass this round.

REHARMONIZER

DESCRIPTION: Adaptation of anti-Veil repolarizer tech, directed internally instead of externally. Enhances and regulates Drive output under adverse conditions, especially Veil disruption. Potential as a protective measure within V-Space is significant but untested.

COMBAT EFFECT: Until the end of the scene, Disrupted's effect on Revolvers changes to "Powers cost -1 Drive Stress and deal +2 Harm".

DRIVE ENGINEERING RANK 2

COUNTERROTATOR SINKS

DESCRIPTION: Smaller secondary turbines that spin opposite a linked Drive Core. Good for keeping things level, steady and out of R-STATE, Revolver or otherwise.

COMBAT EFFECT: All Revolvers gain Stable +3 until the end of the scene.

DRIVE ENGINEERING RANK 3

OVERCLOCK MODULE

DESCRIPTION: Single-use resonance booster that latches directly atop a Drive Core. Massively increases Drivelight output for a few seconds—just long enough to allow for a single burst of raw power.

COMBAT EFFECT: Once during this scene, each Revolver in the Brace may add +1d6 to a **Boost**, check, or instance of Harm on their turn.

DRIVE ENGINEERING RANK 4

SYMBIOTIC RESONANCE CAVITATOR

DESCRIPTION: A second chance.

EFFECT: Choose a Revolver in **BURNUP**, then roll a d6:

- ⚀-⚂: **BURNUP** lasts an additional scene.
- ⚃-⚄: **BURNUP** lasts until the end of the mission.
- ⚅: End **BURNUP**. Clear all target's Drive Stress. Lock target's Failsafes at 0. Upon taking any additional Drive Burn, target instantly, unrecoverably flashes to **R-STATE**

Any Revolver except the target can take 3 Drive Stress to reroll this die, as many times as they want.

Once the SRC is used, **permanently remove it as an option from Deep Support.**

COUNTER-ENTROPY

RANK 1

"SUGARBOMB" ANTIPOLAR CHARGE

DESCRIPTION: A miniature antipolar emitter, hazardous to all non-Revolver matter and life. Acts as a short-range beacon for the Veil, but if deployed in (deep-space-relative) close proximity to them, has an ill-understood but extremely useful pacification effect.

COMBAT EFFECT: Lock and Disrupt all foes this round.

RWM (RAPID WAVE MODULATION) BOMB

DESCRIPTION: The Veil "shell" phenomenon, used to both armor their combat strains and reinforce their strategic positions, is produced via a dense, dimensionally-displaced lamination matrix. An RWM disrupts this matrix, causing it to violently collapse back into V-space and take chunks of the target with it. The larger and denser the laminate, the greater the damage.

COMBAT EFFECT: All foes lose Shell, then each foe takes Harm equal to the amount of Shell they lost.

COUNTER-ENTROPY

RANK 2

REALMATTER FLASH

DESCRIPTION: Small launcher for a specially-treated expanding metamatter slug. Once launched, it reacts violently with any Veil interference emissions, detonating in an iconic "flash" that instantly arrests Veil growth and prevents local distortion.

COMBAT EFFECT: Nullify an active Veil Bloom. You may use this option when a Bloom is deployed to immediately counter it.

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"MANTRA" STABILIZING BROADCAST

DESCRIPTION: Sender-receiver dish that offsets and rebroadcasts unlight fluctuations. The closest thing Hammer's found to a comms jammer for the Veil. Appears to also interfere with their ability to reinforce via V-space.

COMBAT EFFECT: On the next Incursion Turn, the Veil can only gain 1 Incursion, and the GM only rolls 1d6 (at most) to open Veil Breaches.

COUNTER-ENTROPY

RANK 3

DISPOSABLE REPOLARIZER

DESCRIPTION: A hollow, significantly more roughly-manufactured Revolver turbine. When fed Drivelight, it diffuses it into a torrent of semi-directed energy—much lower than a Revolver's baseline output, but enough to rebalance Breach inversions and other intrusions from nonphasic space. Burns out after one use.

COMBAT EFFECT: Choose a Revolver. **Seal** all Veil Breaches Within (3) of them.

HAMMER

THE LIGHT IN THE DARK

GUISARME-4 TO ARCLIGHT, RAIL IS CLEAR, READY LAUNCH ON MARK—

ALL BRACES, THIS IS HAMMER-12, YOU HAVE MULTIPLE-POINT INCURSION ON 15, 57, AZIMUTH 9, REPEAT 15, 57, AZ 9, RETREAT TO THE RINGSHADOW—

HAMMER-5 TO ASTER, WHAT'S YOUR STATUS? ASTER BRACE, RESPOND, ARE YOU GUYS OUT THERE?—

WE HEAR YOU, MANTA-4, BUT WE, UH, CAN'T ADVISE THAT—

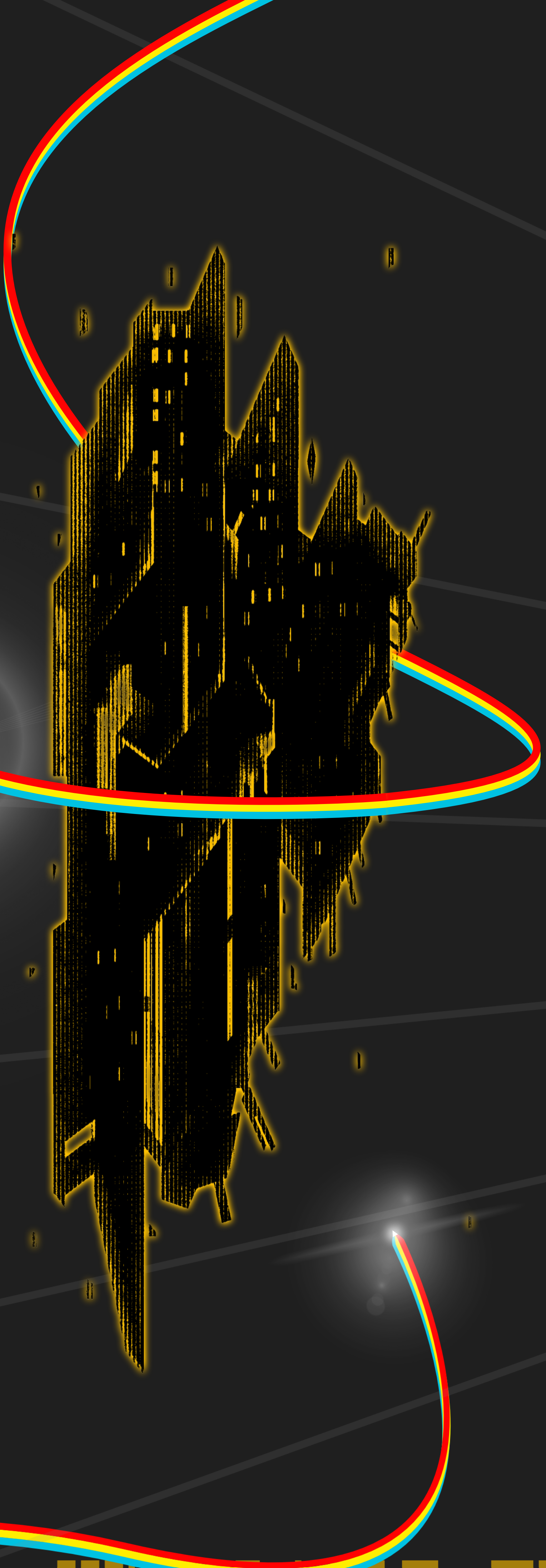
ZÜNDUNGSSTATION OUTBOUND, BRACES 3 AND 4, PROXI SCANS SHOW TROUBLE, WE ARE COLLATING, HOLD FAST—

HAMMER TO TERRA, WHAT WAS THAT SPIKE? YOU WHITED US OUT FOR A SECOND, UPDATE WHEN YOU CAN—

RAIL'S OPENING NOW, SKYRISE. THIS IS HAMMER-3, DROPPING LINK. WELCOME HOME—

WE HAVE, UM... WE HAVE CONFIRMED SUBLIMATION FOR DEXTRAL-2. SHINE BRIGHT, LIZ. I [INDISTINCT]- WE OWE YOU—

THIS IS GUISARME-4, LOUD AND CLEAR. GOOD LUCK OUT THERE, OKAY?—



WHAT IS HAMMER?

The GM's role in INFINITE REVOLUTION, when they aren't describing scenes or directing foes in Combat, is giving voice to Hammer, Revolver slang for your deploying station's network of scientists, engineers, and strategists. Every station's Hammer has its own values, tactical specialties, and hierarchies or lack thereof, but their unifying purpose is *leverage*.

Revolvers are precision-impact strategic instruments—they're staggeringly powerful, have a limited range of influence, and there's a lot less of them than Humanity would like. Hammer's job is to be a Brace's stellar sensory organ, constantly monitoring the mission to find the highest-impact context for that tide-shifting power. Without their eyes in the black, you'd be fighting the unknown, which is how the Veil prefer to fight.

This section is primarily intended to help GMs plan, structure, and run sessions of INFINITE REVOLUTION. It includes a variety of tips, tools, and structured advice across all three phases of play, as well as some optional tweaks to make the game better suit you or your group's preferences.

If you have a good grasp of the rules but aren't sure how to kick off your first session, **start here.**

BEST PRACTICES

Before anything else, here are some helpful axioms to keep in mind when GMing INFINITE REVOLUTION:

BE A MAXIMALIST. This is a game that *thrives* on over-the-top heroics. When you're planning a mission or a SITREP, err on the side of *more*. Go for more and scarier crises, bigger hordes of foes. Remember that the Veil are an implicit threat of omnistellar extinction—every mission, no matter the stakes, is a shove of the scale towards or against looming heat death.

Emphasize the vast difference in scale between Revolver and ship, Revolver and fleet, Revolver and endless dark. Push limits and embrace risk. Give your Brace competing catastrophes, ask them to choose, and accept if they refuse to. They can handle it. It's what they're here for.

BE THE TICK OF THE CLOCK. With enough time, a full Brace of Revolvers is powerful enough to solve almost any problem. But between the speed of the Veil, the size of the colonized solar system, and the sheer mass of the human population relative to the Roil's incidence rate, they are *guaranteed* to never have enough time.

Most Revolver missions are reactive deploys to situations that have gone desperate and volatile before they even arrive: a shattered ship in need of rescue, a station hurtling towards a planet, Veil massing for an assault, and so on. Emphasize this constant time pressure, especially during Crisis play, and treat proactive strikes against the Veil as the monumental risk they are.

BE CLEAR. Explain the stakes of every situation plainly. Make sure players understand what they're risking when they make a check or take an action. Keep everyone on the same page and catch them up if they lag behind. If they're in a scenario where the consequences of their actions are explicitly *unclear*, make sure they know that, too. Surprise your players by introducing something new, not betraying an expectation you set for them yourself.

BE PERMISSIVE EVEN IF YOU'RE UNSURE. Treat your players in good faith and be a fan of their plans. If they suggest something confusing or absurd, clarify and use the tools the book provides—**Push Your Limits**, **Winging It**, Limiters, and Potential (for Crisis play)—to temper the outcomes.

If you aren't sure about how to interpret or apply a specific rule, make an ad-hoc call *now* (err in the players' favor) and a concrete decision later, preferably after the session is over. Prioritize keeping things flowing over being right the first time.

BE HUMAN. Try to give every mission some kind of messy, emotional anthropic element, when context allows: Grateful parents and children. Gifts from Earth. Old messages blipping from satellites. Desperate voices. Hammer staff cheering over comms. Vigils. Burials. Birthdays.

Focus on the people the Braces saves, the people they don't, and the people watching raptly from across the solar system. Give them names and voices. Specify. The core of this conflict is humans fighting to exist, to suffer and love—don't let them forget it.

ALWAYS ROUND UP. When taking half of any value, round to the next highest whole number.

IF *a player asks "can I take Drive Burn to…?", as long as their plan doesn't instantly resolve the mission, SITREP, or scene,* ***let them.***

STRUCTURE AND TIME

To run INFINITE REVOLUTION, you need a Brace and a mission. To run a mission, you'll need SITREPS, and to run SITREPs you'll need some scenes. Each of these (SITREP, mission, and scene) is a differently-scaled unit for tracking narrative time, and together they form the structure that supports all three phases of play.

In more detail:

A SCENE is the smallest unit of narrative time. Scenes are "zoomed in"—they focus on a few tightly connected events and have clear start and end points. Some good examples of a scene are a single Combat skirmish against the Veil, opening and defusing an antimatter bomb, and a heated argument that ends with someone storming off.

A SITREP is a collection of related scenes surrounding one or more *SITREP objective*s, high-stakes situations that require the Brace's immediate attention. They use INFINITE REVOLUTION's narrative rules for resolution—the Crisis phase—and form the backbone of mission play. Some examples of SITREPs are saving a freighter from a Veil attack and evacuating the crew, retrieving and disposing of a volatile V-Drive, or mounting a coordinated assault on a Veil-controlled sector.

A MISSION is a collection of linked SITREPS that follow the Brace's progress towards an overarching mission objective: defending a colony, stopping a Veil invasion, destroying a V-Gate, and so on. The specifics of the mission objective may change as events take place, but there should be a clear narrative throughline from one SITREP to the next. When a mission ends, the Brace returns to their home station to rest, recover, and prepare for when they're inevitably scrambled again—the Cradle phase.

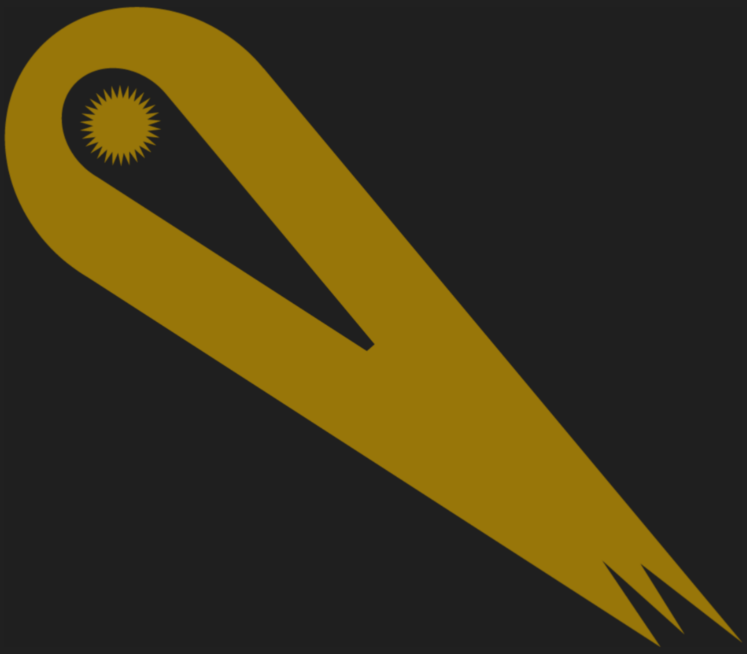
A good ballpark for a full-length mission is 3-4 SITREPs that include a mix of Combat and Crisis play, with a Cradle phase at the beginning, end, or both. For shorter or single-session games, focus on one or two SITREPS with at least one Combat scene in each.

MISSION KICKOFF

Most missions begin on a Brace's home Hammer station, in the slow-burning liminal space between stellar threats. Spend some time catching up with your Revolvers. What have they been doing? This can be formal downtime via Cradle play or freeform RP, depending on pacing and preference.

Then, as always, the briefing comes. The Brace is pulled together, receives their mission, makes a plan (if they have time) and prepares to fly out. Don't be afraid to pull the incursion alarm in the middle of a meaningful moment—life as a Revolver means you run on Humanity's time, not yours.

Once your Brace is scrambled and launched, the mission begins! For advice on building one from scratch, see the next page.



BUILDING A MISSION

There's an infinity of ways to plan a mission. This is one that's been consistently useful throughout the process of writing this book. Start small, at the scene or SITREP level, think of a seed concept or conflict, then follow the process below:

SEED. This is your kickoff. Think of one specific, dramatic, large-scale problem the Brace needs to solve, then have it start going wrong—things should already be desperate by the time the Brace arrives.

Identify the immediate stakes (loss of life, infrastructure damage, losing territory) and consider their consequences in the larger war (weakened position, severed supply lines, internal unrest). The seed problem doesn't need to stay relevant through the entire mission, but it should form the core of your first SITREP and be the jump-off point for further escalation.

COMPLICATION. SITREPs work best when the Brace has *multiple competing objectives* they're being forced to stretch between, ideally ones that entangle with the initial seed problem. A good way to do this is to introduce a second, overlapping seed, or consider a dire failure state of the initial problem and have it occur before the mission starts.

Either way, your goal in complicating the scene is to force tough choices, but leave a hopeful glimmer that the Brace—if they push themselves, act clever, and get lucky—can save everyone. The truth of this doesn't really matter. It's about the perception.

IMPLICATION. Mapping out your seed and its complications should take you handily through your mission's first SITREP. If you're planning session-by-session, you can stop here. For future SITREPs, consider the actual, material outcomes of your first: what happens if the Brace succeeds? Is the problem completely resolved? If not, why not? Daisy-chain crises into one another—victory can confer advantages, but can also reveal other problems previously obscured.

Similarly, what if they *fail*? What's your failure state in the first place? Do the consequences ripple out across the broader Jovian front? (They should). Will the Veil exploit the sudden weakness? (They will). What does that look like?

You don't have to plan your implications in perfect detail (i.e., specific Combat rosters or Crisis scenes) until you need those things, but having a rough idea of the outcomes will help you pace the mission and stay on top of things.

ESCALATION. Once you've mapped the implications of a SITREP, you should have at least a few ideas for spinoff SITREPs that keep the plot going. If you're having trouble, ask yourself: *how could this get worse?* Raise the stakes, have problems cascade, and if you're really stuck, reveal a twist or a new angle that catches your players off-guard. As long as you sell it (telegraphing actual Hammer NPCs' reactions is a great way to do this), they'll buy it. Confidence is key.

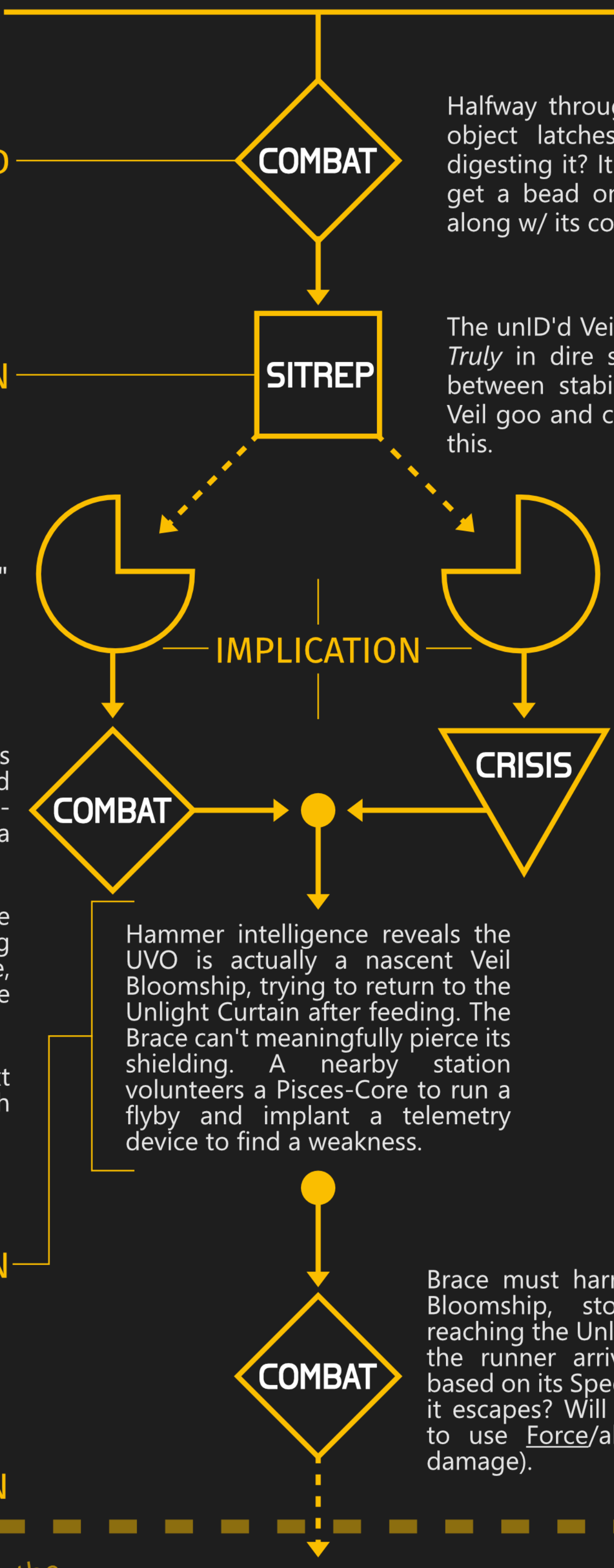
REPEAT. Starting from your seed, follow the complication-implication-escalation process as many times as makes sense until you have a collection of 2-4 SITREPS with rising stakes, interwoven outcomes, and a logical endpoint. Congratulations, that's a mission!

If you still aren't sure how to get started, the facing page has an example mission outline built using the above process. You'll notice it's colloquial, non-exhaustive and incomplete—just like your plans should be! You don't don't need to do all the work up-front, you just need enough to run *this* session, right now. Let your players' actions inspire the rest in during play!

MISSION OUTLINE: OPERATION KRAKEN CULL

PREMISE

Something has been disappearing military ships along a specific patrol route, eating into Hammer resources. The Brace has been sent as an escort for a Hammer navy research ship, the NHRV *All Things Truly*.



SEED

Halfway through the escort route, a massive object latches onto the ship and starts... digesting it? It's cloaked, hard for Hammer to get a bead on. Brace needs to **fight it off**, along w/ its contingent of Veil.

COMPLICATION

The unID'd Veil object flees, leaving *All Things Truly* in dire straits. Brace needs to **choose** between stabilizing the ship/freeing it from Veil goo and chasing down the thing that did this.

Crisis Track:
"UVO Escapes"

Crisis Track:
"Ship Disintegrates"

IMPLICATION

Chasing down UVO involves fending off waves of Veil and blasting through its contra-perceptual camo (fill in a track each time they hit?)

▶ If UVO escapes: it has time to devour a scout craft along an outer-rim patrol route, empower itself, and prepare to ambush Brace.

▶ If UVO is caught: start next combat immediately with less reinforcements.

The *All Things Truly* is literally falling apart at the seams. Survivors need to be evacuated and protected from space debris unless Brace holds the ship together??

▶ If ship disintegrates: key data is lost, ship absorbed into V-space and comes back as an elite later?

▶ If ship is saved: data it collected about the attack can be used to exploit weakness?

ESCALATION

Hammer intelligence reveals the UVO is actually a nascent Veil Bloomship, trying to return to the Unlight Curtain after feeding. The Brace can't meaningfully pierce its shielding. A nearby station volunteers a Pisces-Core to run a flyby and implant a telemetry device to find a weakness.

Brace must harry and delay the Bloomship, stopping it from reaching the Unlight Curtain, until the runner arrives. (Fill a track based on its Speed, if it maxes out it escapes? Will encourage Brace to use Force/alternates to raw damage).

PLANNING HORIZON

What happens if they don't get the tracker? Less notice for SITREP 2—ship reappears and wreaks havoc elsewhere? Marks on Crisis tracks?

SITREP 2—The ship comes back, gunning for their home station this time??

Brace incursion INTO the Unlight curtain? Dangerous!!

What's the Bloomship's weakness? What did the *All Things Truly* learn?

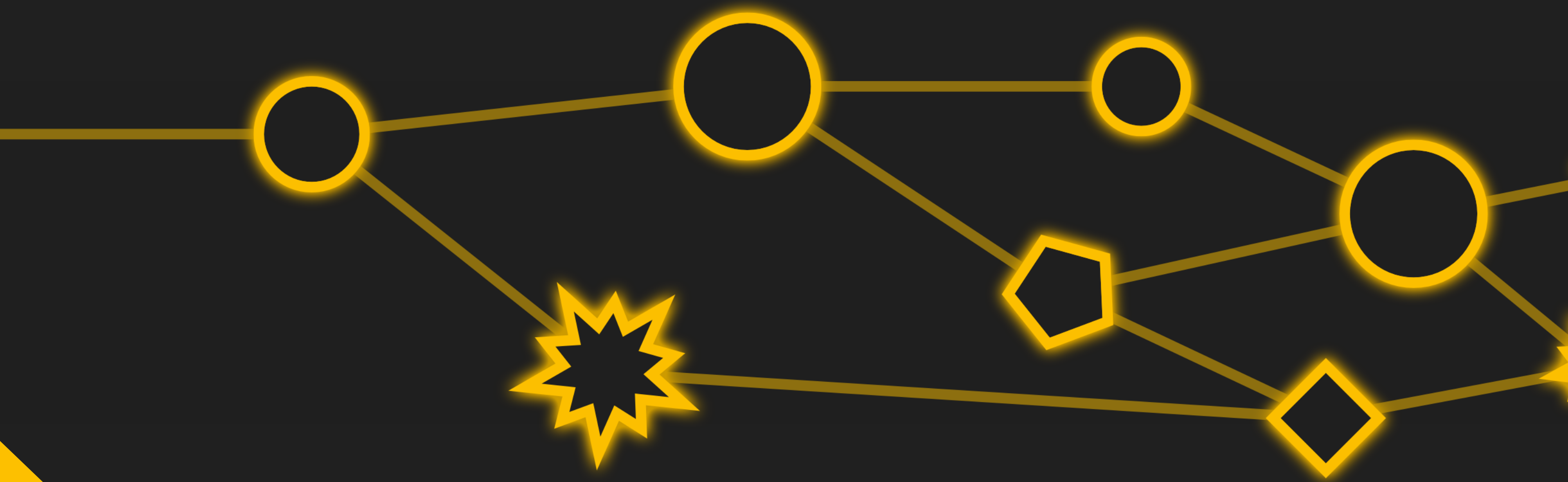
Pisces - Recurring NPC?

CHANGING THE GAME

No group will play the same INFINITE REVOLUTION. It's inevitable, and that limitless reach is one of the best parts of playing tabletop RPGs at all. If something isn't fun—or could be more fun, or just piques your interest—*change it*, and be prepared to change it again if it isn't working how it should. It's your game. But you already knew that.

Below is a list of alternate rules that modify various facets of the game, along with a reason for why you'd want to make each change. They should give you a jumping-off point. Have fun.

- **LIVE TO BURN.** For oneshots, very short campaigns, or if you just want higher stakes, start the Brace with 0 Failsafes and 1-4 Burn Scars each.
- **ACCELERANT.** For ongoing campaigns where you want your Brace to grow fast, consider increasing how many advancement tallies and DEEP SUPPORT ranks they get per mission.
- **SHATTERING CRITS.** If you have an attack-heavy Brace and want to give them a leg up against fortified foes, make **Crits** purge all Shell on hit and deal normal damage through the Shell (instead of none).
- **RIPOSTE.** To speed up Combat, make attacking more predictable, and reduce the number of choices a GM has to juggle at once, make Veil **Counters** only usable by foes directly targeted by the triggering attack.
- **SCARRED SPARKS.** To encourage players to lean into Drive Burn and give them more problem-solving options, let them treat all their Burn Scars as a single, special Spark with strength equal to their total number of Scars. Using this "Burn Spark" always costs 1 Drive Stress, but it will only get stronger and more versatile as they take more Burn.
- **FRESHLY SPUN.** For newer, less confident players (or if you group just wants to play novice Revolvers), start your Brace with 2 Sights, 2 Sparks at strength 2, no Lenses, and a single Celestial weapon each (don't worry about MP). Tune down Combat encounters to compensate. Once they clear their first mission, give them the rest of their Sights and Sparks, then follow advancement rules as normal.
- **BEST AND BRIGHTEST.** If your group wants to play a powerful, experienced Brace, start them with 4 Sights, a fully-unlocked Celestial Lens, 4 Sparks at strength 3, and 5 ranks of Deep Support, then follow advancement rules as normal.
- **BURN TO LIVE.** If your group wants to fully embrace your Revolvers' brilliant ephemerality, you can tie advancement directly to Burn Scars instead of mission completions. Give them 3 advancement tallies for the first Scar, then +3 for each one after that—6 for the second, 9 for the third, etc. This rule works very well with *Scarred Sparks*.



ON EMPTY SPACE

How many Revolvers are there? What if some of them don't want to fight? What if they fight each other?

What is *V-Space? Can anything survive there?*

Does the Roil have a purpose? Is it on our side?

Is every Veil hostile? Do they all want us dead?

What's it like back down on Earth?

INFINITE REVOLUTION has no canon setting.

This book contains plenty of assumptions, implications, and exploratory fragments, but they don't form a complete whole. There is no exhaustive, ironclad answer to every question they pose. There won't be. What they are is an attempt to establish enough shared context—shared *fiction*—for you to have a loose-but-functional idea of a world where the book's assumptions make *sense* (in a genre-coherent way, not a true-to-life way). The primary goal is to inspire you; everything else flows out from there. If you read something here and feel like it poses a question, answer it! Make it your own. You're good at this, because it comes with being human.

Your answer will have gaps. It will have more questions nested in it, it will have strange edges, it will have parts that are razor clear and others that are tenuous and murky. This is normal and expected. A little point of light, surrounded by the dark. Sound familiar?

The more you question, the more the dark will recede, and the more light will shine on something utterly, radiantly yours.

THE VEIL

RAVENOUS ENTROPY

For hundreds of years, despite our best efforts, Humanity thought itself alone among the stars.

We were mistaken.

First contact was on Eris, decades ago—a massacre. They were too fast, too strange, horrible squirming fractals of warped and broken space, ever-shifting, petals-tendrils-spirals-rings and other things we couldn't describe.

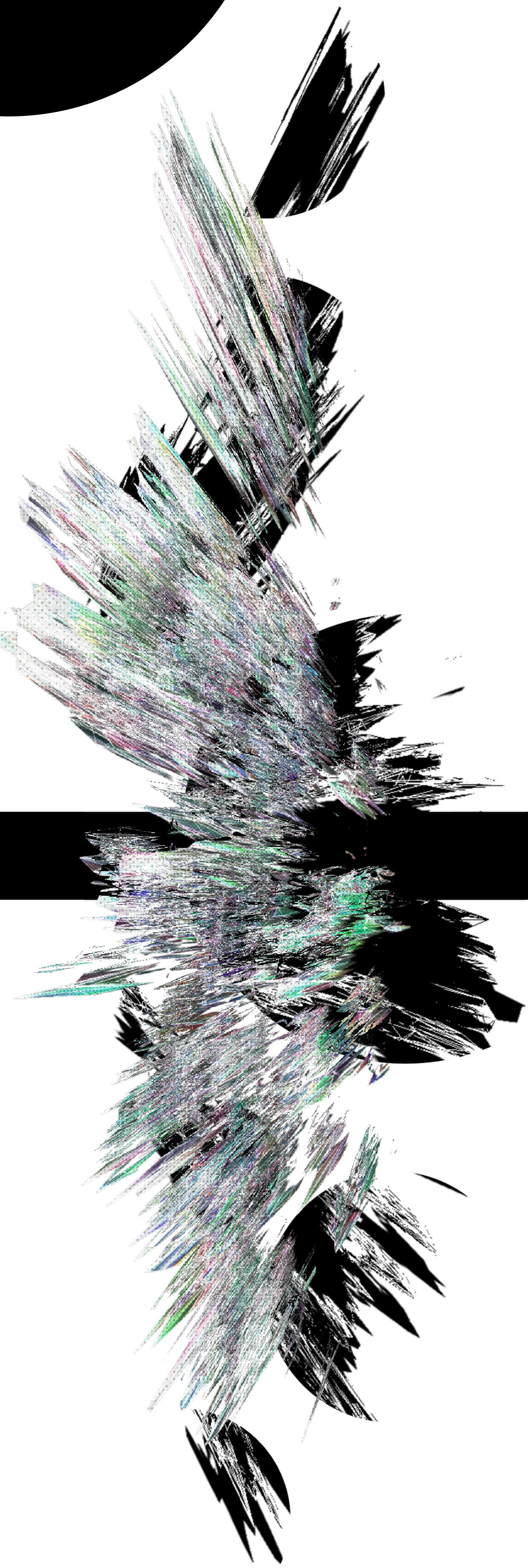
Now they've swallowed half the system, but we've learned from every meter of space they've gained. The Veil are a terrible paradox: life from a basis of anti-life, a species that thrives in the void of absolute entropy.

They move as a tide, devouring every spark of heat and light—languid until engaged, then incomprehensibly fast and brutal. Our guardian fleets fell first, their V-Engines unwitting beacons for Veil reinforcements. Planetary emplacements were next, blinkered by their own dimensionality as targets failed to lock again and again. We were overwhelmed, desperate, backs against the wall as untold billions were subsumed—

And then, a **glint**. A **flicker**. We found a new way to fight, fueled by hope and pain and starfire—and for the first time, **we pushed back the tide.**

The Veil are powerful and alien and vast, but we know they aren't immortal. We know we have a chance, however slim, however fragile.

Take it.



VEIL BASICS

The Veil are the primary antagonists of **INFINITE REVOLUTION**—a collection of bizarre and ruthless astropredators fuelled by the *absence* of energy, which they require in vast amounts. Like Revolvers, every strain of Veil is specialized and unique, but they all share some common properties:

- **Rank:** a rough measure of the foe's power and durability.
- **Reach:** the maximum Speed the foe can gain or lose with the **Fold** action. The value in [brackets] on a foe's statblock is the maximum Speed they can begin Combat at. A Veil's Speed can never drop below 1—they don't play by Newtonian rules.
- **Shell:** ablative armor. When a foe with 1 or more Shell takes damage, negate that damage and reduce their Shell by 1.
- **Presence (PRES):** the foe's ability to fight. Lose it all, and they're *destroyed*.
- **Attacks:** direct strikes that deal Impact and inflict statuses. Foes never roll to hit attacks, but may roll dice for damage.
- **Powers:** special abilities. Powers with the [P] tag are passive and always apply. Some powers require the GM to spend Incursion to use—the amount of Incursion required is listed in [brackets].
- **Counters:** reactive abilities. When a Revolver rolls a **Weak Hit** or **Null** on an attack check, *any* deployed foe may activate a counter ability after the attack resolves. Foes can counter an unlimited number of times per round, but only a single foe at a time can counter any one attack.

VEIL RANKS

Chaff foes are weak, and often fall in one or two hits. They work best in large numbers, or as support for stronger foes.

Standard foes form the backbone of most encounters with the Veil. With focus fire, they'll fall quickly, but still pose a danger to careless or vulnerable Revolvers.

Elite foes are powerful specialists, requiring several hits or a coordinated assault to destroy before they wreak havoc.

Bosses are massive, scene-defining threats, capable of engaging an entire Brace alone.

USING RANKS

As a baseline for an average-difficulty Combat, the GM can build a force of Veil by choosing an option below (repeats okay) for *each* Revolver in the Brace:

- 4-6 Chaff foes
- 3-4 Standard foes
- 1-2 Elite foes
- 1 Boss foe [only 1 per scene]

In general, err the side of more foes—Revolvers are extremely powerful, and are built to handle overwhelming odds. Let them shine!

BOSSES

Boss foes work similarly to their lower-rank counterparts, but also use a special rule to represent their increased threat: phases.

Each Boss has a number of phases, noted by the multiplier in [brackets] after their Presence total. They always begin combat in Phase 1. Whenever a Boss would be destroyed, they clear all negative statuses, regain all Presence and Shell, and advance to the next phase instead. (Excess Harm doesn't carry over between phases).

When a Boss loses all Presence in their final phase, they're destroyed for good.

Bosses also have multiple **Counters**—each **Counter** requires the Boss be in a certain phase before it can be used, noted next to the counter's name in their stat block. Whenever a Boss enters a new phase, they gain access to and may *immediately* use that phase's counter. A Boss can always use a previous phase's counter instead of the current one.

V-SEEDS AND BLOOMS

Whenever the Brace ends a scene with 4 or more Incursion on the track, the Veil gain a *V-Seed* until the end of the mission. The GM can spend V-Seeds to activate Veil Blooms, focused meta-incursions into local space that can undermine the Brace in combat.

The GM can activate any number of Blooms per mission (as long as they have the V-Seeds), but only one per scene.

Passive Blooms [P] are in effect for an entire combat scene.

Active Blooms [A] take effect immediately, and usually don't persist.

minor blooms 1 seed

ANTISYNCHRONY [A]

All Revolvers must save or be Slowed and Disrupted. If they make the save, they pick one instead.

STRICT REFERENCE FRAME [A]

Warp all Revolvers to Speed 4.

FALSE FUSION [P]

Revolvers who end their turn Matched to at least one foe take 1 Drive Stress.

major blooms 2 seeds

UNLIGHT LATTICE [P]

All foes deploy with +1 Shell this scene.

QUIETUDE [P]

When a Revolver is above Speed 6 this scene, their Drive passive and non-Overdrive powers stop functioning and can't be used until they drop to Speed 6 or lower.

EUCLID CASCADE [A]

Choose an active Breach. Open d6+1 more Breaches Within (1) of it.

terminal blooms 3 seeds

COLD BURN [P]

This scene, Revolvers take **1** Drive Stress **per elapsed combat round** at the end of each Incursion Turn.

VOIDMINES [A]

Until the end of this round, Revolvers that **seal** a Veil Breach become Primed and take 2 Drive Stress.

FALSE FISSION [P]

At the end of their turns, Revolvers not Matched to at least one ally take d6 Impact.

IVY strain

powers

embrace Choose a Matched Revolver and **EMBRACE** them. While **EMBRACED**, the target is permanently Weakened and Slowed, and the Ivy-Strain changes Speed with them. The Ivy-Strain can only **EMBRACE** one target at a time.

attacks

constrict
M / 1 TARGET IMPACT **d3+1**
Massless. Can only be used if target is **EMBRACED**.

counters

strangledive **Fold** as close to Match the target as possible, then **EMBRACE** them if able.

tactics

Seeks a specific target and uses **EMBRACE** to lock them down, then **Constricts** them until destroyed.

03 **pres**
reach 04 [08]
00 **shell**
role distraction/disruption

chaff

LANTANA strain

powers

antimatter bloom [p] When a Lantana-Strain is destroyed, Matched Revolvers take 3 Impact.

attacks

pursue
W2 / 1 TARGET IMPACT **d3**
Can immediately **Warp** to the target's ending Speed after use.

counters

catalyze All Revolvers Within (3) must save or be Primed.

tactics

Chases for maximum disruption with **Catalyze** and **Antimatter Bloom**. Does does not retreat or self-preserve.

03 **pres**
reach 03 [03]
00 **shell**
role M.A.D

THISTLE
strain

powers

evasive [p] Immune to Harm from **Weak Hits.**

attacks

stipple
M, T4 / 2 TARGETS IMPACT **d3**
Massless.

counters

bristle Fracture the target. For the rest of the round, whenever a Revolver targets the Thistle-Strain with an attack or power, Fracture them.

tactics

Keeps distance with high Reach and harasses with **Stipple**. Uses **Bristle** to discourage attacks and buy time for reinforcements.

03 **pres** **reach** 05 [05]
00 **shell** **role** harrier

strains

YARROW
strain

powers

multiplicity [p] When the GM would activate a Chaff-rank foe or create one from a Veil Breach, they may create/activate *two* Yarrow-Strains instead.

attacks

overgrow
M / ∞ TARGETS IMPACT **1**
+1 Impact for *each* Matched Yarrow-Strain.

counters

subspace ripple
Warp 1. All other deployed Yarrow-Strains may also **Warp** 1.

tactics

Coordinates to sync Speeds with other Yarrow-Strains, then attacks in an overwhelming swarm. **Multiplicity** allows for rapid Breach resupply.

02 **pres** **reach** 02 [02]
00 **shell** **role** massed attack

IRIS strain

powers

diffraction [p] The Iris-Strain takes -2 Harm from Revolvers that aren't **FOCUSED**. If no Revolvers are **FOCUSED**, the Iris-Strain can't use powers.

blink [1] Shift **FOCUS** to any Revolver, then take another action.

counters

glimpse the threshold Deal d3 Impact to the triggering target, then Slow them. If they're **FOCUSED**, Weaken and Lock them instead of Slow.

attacks

gaze
L6, T6 / 1 TARGET IMPACT **d3**
FOCUSES the target for *all* Iris-Strains until any Iris-strain attacks, which shifts **FOCUS.** Against **FOCUSED** targets, **Gaze** deals 2d6 Impact and Slows.

tactics

Relentlessly attacks its **FOCUSED** target, shifting priorities with **Blink** as necessary. **Glimpse The Threshold** disables aggressive targets.

06 **pres**
reach 02 [06]
01 **shell**
role focus fire

standard

KUDZU strain

powers

entanglement [p] When a Revolver passes the Kudzu-Strain during a **Boost**, they must save or the Kudzu-Strain may attack with **Lash**.

blackbody choke [2] Choose a Revolver Within (1). Their Drive Core passives and powers are disabled until the scene ends or there are *no* Kudzu-Strains currently deployed.

counters

parasitize Choose a Standard or Chaff-rank Veil Within (3). Destroy them and deploy a Kudzu-Strain at the same Speed.

attacks

lash
W1 ♦ 1 TARGETS IMPACT **d3**
Locks Targets.

tactics

A powerful, durable "screen" for other, more fragile Veil. Revolvers will have to **Warp** or fight through **Entanglement** to access higher Speeds. Uses **Parasitize** to multiply and lock down huge swathes of the battlefield, and **Blackbody Choke** to defang priority targets and draw fire away from non-Kudzu strains.

07 **pres**
reach 01 [10]
00 **shell**
role sector denial

ORCHID
strain

06 **pres**

reach 05 [05]

01 **shell**

role drive saboteur

powers

coreworm [p] Before Combat begins, choose a Revolver. The target is Strained until the Orchid-Strain is destroyed or changes the target at the start of a round.

stigma snare Choose a Revolver Within (5). If they use a power before the end of their next turn, they take +3 Drive Stress and are Disrupted.

counters

stigma spike The triggering target takes 2 Drive Stress, then takes Impact equal to their current Drive Stress.

attacks

swelter

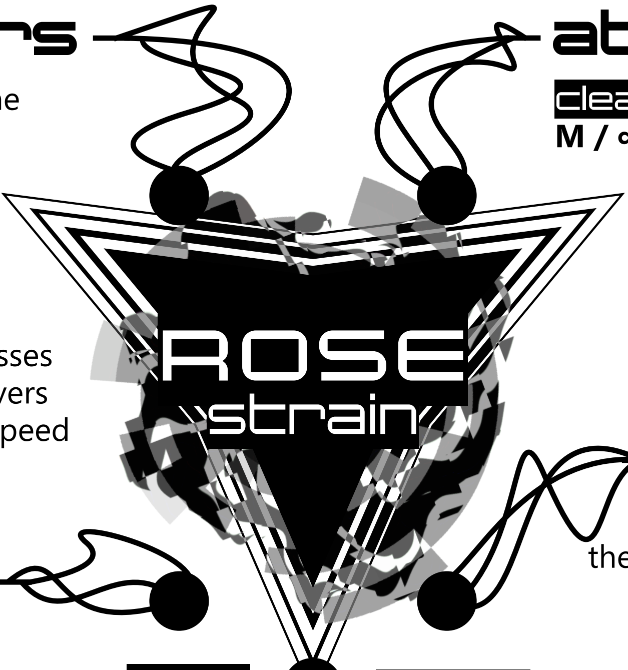
T5 / 2 TARGETS IMPACT **0**

Targets take 3 Drive Stress.

tactics

Opens with **Coreworm**, then attacks with **Swelter** build large amounts of Drive Stress on multiple targets. Uses **Stigma Snare** and **Stigma Spike** to punish frequent power usage or high-value powers.

strains



ROSE strain

powers

thorns [p] Whenever the Rose-Strain takes Harm, all Matched Revolvers take 1 Impact. Only triggers once per hostile power or attack.

pirouette [2] **Fold**. All Revolvers the Rose-Strain passes take 1 Impact, then all Revolvers at the Rose-Strain's ending Speed take d3+1 Impact.

attacks

cleave
M / ∞ TARGETS IMPACT **d6**

tactics

Gets in close with **Pirouette**, then wreaks havoc with **Cleave**. Uses **Void Petals** for evasive targets.

counters

void petals **Fold,** then choose Leading (3) or Trailing (3). Deal d3 Massless Impact to all Revolvers in that band.

08 **pres** **reach** 04 [04]
01 **shell** **role** shock trooper

standard

strains

SAGE strain

powers

symbiosis [p] At the end of the Sage-Strain's turn, other non-Sage Veil Within (2) restore 2 Presence.

reversion [2] All Veil Within (2) (including the Sage-Strain) clear *all* negative statuses. Usable while Stunned/Disrupted.

counters

aposematism Swap Speeds with another Veil Within (2). That foe may immediately use one of their **Counters**.

attacks

none

tactics

Sticks close to other Veil, using **Symbiosis** to heal and **Reversion** if its allies are significantly threatened by negative statuses.

07 **pres**
reach 03 [04]
01 **shell**
role support

FOXGLOVE
strain

powers

null transit [p] When the Foxglove-Strain **Folds**, it may **Warp** to any active Veil Breach instead.

attacks

nullify

T6 / 1 TARGET IMPACT **2d6**

Fractures targets before dealing Impact. Can't target Revolvers Matched to another Revolver.

counters

veto [1] Deal 2 Impact to the triggering target and Disrupt them. Target must be Within (1).

zero point At the start of the next round, **Nullify** has a band of T10 and deals 12 Impact. Once the Foxglove-Strain attacks, remove this effect.

tactics

Keeps to high Speeds, using **Nullify** and **Zero Point** for massive Impact against vulnerable targets. If threatened at close range, uses **Veto** or **Null Transit** to disengage.

06 **pres**

reach 02 [06]

02 **shell**

role assassin

elite

KHAROS strain

powers

hypergravity [p]
Revolvers Within (1) of the Kharos-Strain are Slowed as long as they remain Within (1).

counters

horizon collapse
Lock the triggering target and pull them to Match the Kharos-Strain. All Revolvers the target passes on the way must save or also be pulled.

destroyer pulse [1]
Matched Revolvers must save or be Stunned.

attacks

crush
W2 / ∞ TARGETS IMPACT **d3**
Matched targets take 2d6 Impact instead.

tactics

Slow, but incredibly destructive. Pulls targets in using **Horizon Collapse**, then uses **Crush** as a finisher. **Destroyer Pulse** can be used as both proactive offense and last-ditch defense.

12 pres
reach 01 [03]
00 shell
role juggernaut

strains

SNAPDRAGON strain

powers

redshift [p] When a Revolver Within (1) of the Snapdragon attacks or uses a power, they take 1 Drive Stress.

blueshift [1] Activate 1/round when this or another Veil Within (1) is targeted by an attack or power. Redirect the effect to another Veil Within (1). If it deals Harm, it deals 1 less.

counters

puppeteer Choose a Matched Revolver. They must attack another Revolver in range of one of their weapons if able, treating all Harm as Impact.

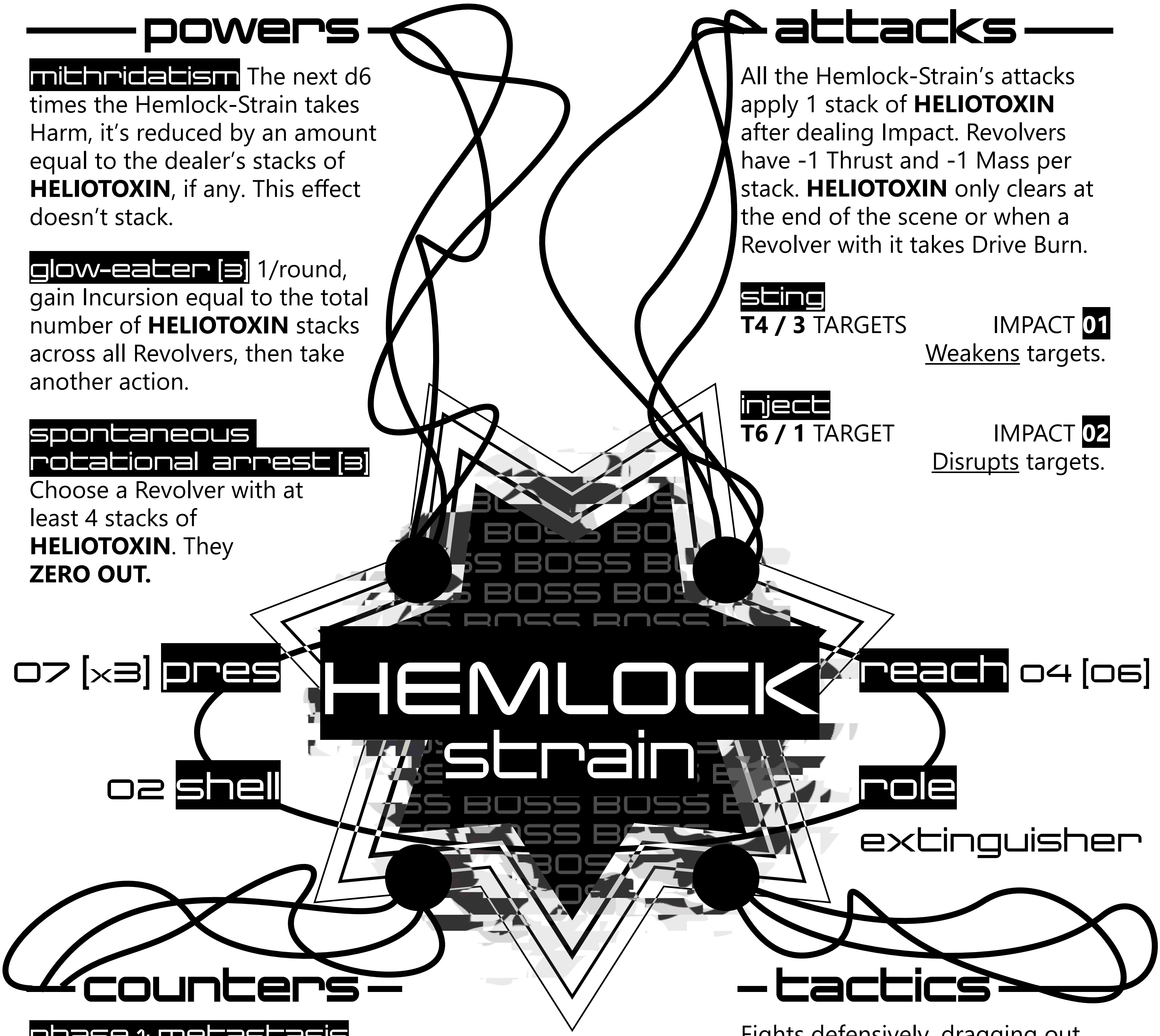
attacks

feint
M / 1 TARGET IMPACT **d3+1**
Target can't attack the Snapdragon-Strain until the end of their next turn.

tactics

Dives Revolvers and sticks to them, forcing them to choose between dispatching a very annoying and disruptive target or engaging other threats. Prioritizes heavy weapon users so **Puppeteer**, **Blueshift**, and **Feint** have maximum effect.

05 pres
reach 05 [05]
03 shell
role interdictor



HEMLOCK strain

07 [x3] **pres**

02 **shell**

reach 04 [06]

role

extinguisher

powers

mithridatism The next d6 times the Hemlock-Strain takes Harm, it's reduced by an amount equal to the dealer's stacks of **HELIOTOXIN**, if any. This effect doesn't stack.

glow-eater [3] 1/round, gain Incursion equal to the total number of **HELIOTOXIN** stacks across all Revolvers, then take another action.

spontaneous rotational arrest [3] Choose a Revolver with at least 4 stacks of **HELIOTOXIN**. They **ZERO OUT.**

attacks

All the Hemlock-Strain's attacks apply 1 stack of **HELIOTOXIN** after dealing Impact. Revolvers have -1 Thrust and -1 Mass per stack. **HELIOTOXIN** only clears at the end of the scene or when a Revolver with it takes Drive Burn.

sting
T4 / 3 TARGETS IMPACT **01**
Weakens targets.

inject
T6 / 1 TARGET IMPACT **02**
Disrupts targets.

counters

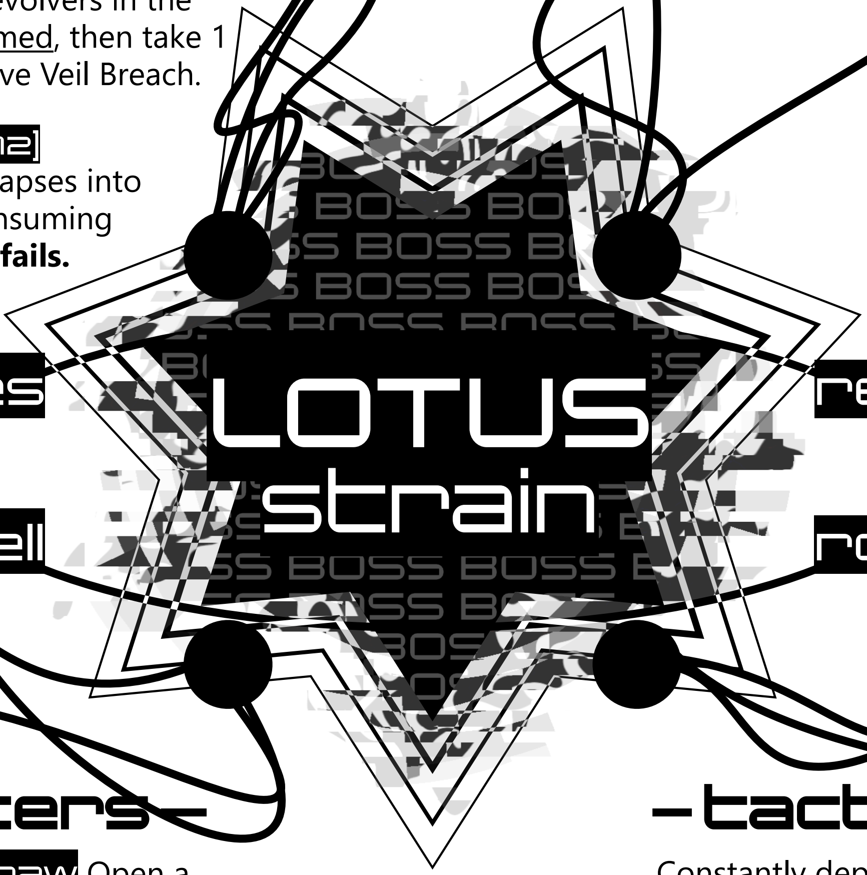
phase 1: metastasis
Fold, then all Revolvers Within (3) gain a stack of **HELIOTOXIN**.

phase 2: false light
1/round, gain Incursion equal to the total number of **HELIOTOXIN** stacks across *all* Revolvers, then take another action.

phase 3: hemorrhage
All Revolvers with any **HELIOTOXIN** stacks take 2 Impact and gain 3 Drive Stress. Then all Revolvers gain 2 stacks of **HELIOTOXIN**.

tactics

Fights defensively, dragging out the engagement, **Countering** whenever possible, and stacking **HELIOTOXIN** until targets are vulnerable, exhausted, and easy prey for even low-Impact hits or **Spontaneous Rotational Arrest.** Incredibly deadly when paired with other, more proactive strains.



LOTUS strain

14 [x3] pres

00 shell

reach 02 [04]

role legion

powers

umbral flourishing [p] The Lotus-Strain is immune to Disrupted and Force. At the end of its turn, other Veil Within (2) gain +1 Shell.

unfurl Open d3+1 Veil Breaches at any Speeds Within (1) of the Lotus-Strain.

void torrent [1] Choose Leading or Trailing. At the start of the next Incursion Turn, all Revolvers in the chosen band are Primed, then take 1 Impact for every active Veil Breach.

senescence [12]
The Lotus-Strain collapses into an enormous, all-consuming Breach. **The SITREP fails. End the scene.**

attacks

none

counters

phase 1: void maw Open a Veil Breach Within (1) of the Lotus-Strain, then deal 2 Massless Impact to the target.

phase 2: regrowth
Deploy 2 Chaff or 1 Standard foe at any active Veil Breach, then immediately activate them.

phase 3: abundance
Choose two: fully heal a non-Boss foe, gain 2 Incursion, or immediately activate two other foes.

tactics

Constantly deploys reinforcements via **Unfurl** and **Regrowth.** Uses **Void Maw** once there is significant Breach presence, and **Abundance** as needed to prolong its survival as it escalates towards **Senescence.**

powers

v-drive resonance [p]

When you deploy a Dahlia-Strain, choose up to two Revolver Drive Core powers, or one power and one Drive passive. The Dahlia-Strain gains those powers, with the following modifications:

- The power gains an Incursion cost equal to its Stress cost -1 (minimum 0).
- If the power allows a **Boost**, the Dahlia may **Fold.**
- If the power deals 1-2 Harm, it now deals d3 Impact. If it deals 3+, it deals d6.

If a power references a specific Drive passive, the Dahlia must have that passive to use it.

turnabout [p]

1/round when a Revolver **ZEROES OUT** or takes Drive Burn, gain +3 Incursion.

core stake [3]

Choose a Matched Revolver. They gain 6 Drive Stress and must immediately **Push Their Limits.**

attacks

cannon//blast

L4, T4 / 1 TARGET — IMPACT **d6**

Burst.

saber//slash

M / 1 TARGET — IMPACT **2d6**

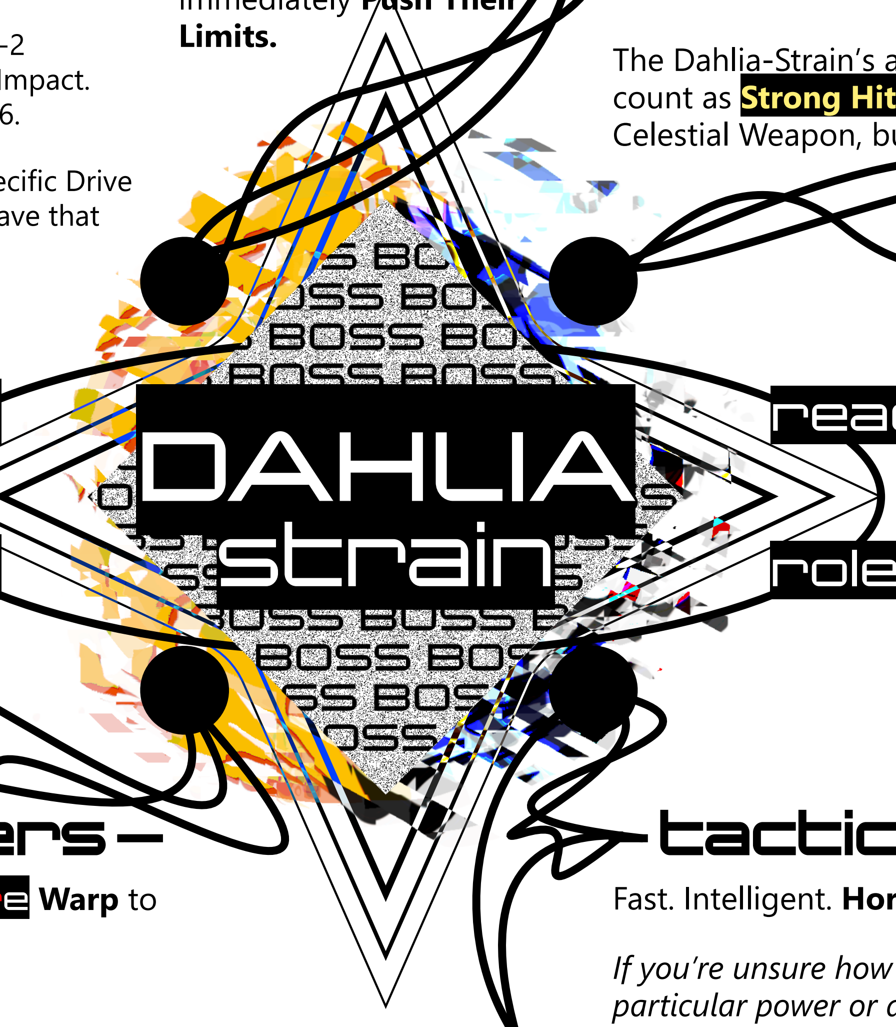
Massless.

seeker//swarm

T8 / 4 TARGETS — IMPACT **d3**

Slows targets.

The Dahlia-Strain's attacks count as **Strong Hits** with a Celestial Weapon, but can't **Crit.**



DAHLIA strain

09 [x3] **pres**

01 **shell**

reach 06 [10]

role ???

counters

phase 1: snapfire **Warp** to any Speed, then attack.

phase 2: parry

Take -3 Harm from the triggering attack, then the attacker rerolls the attack against themselves, dealing all Harm as Impact if they hit.

phase 3: aphelion

Gain +2 Shell, +2 Reach, and deal +1 Impact with all attacks until the end of the scene. **Core Stake** now deals 1 Drive Burn instead of its prior effect. Doesn't stack.

tactics

Fast. Intelligent. **Horribly familiar.**

If you're unsure how to interpret a particular power or ability applied to a Dahlia-Strain, go with whatever's scarier.

WILD MEN WHO CAUGHT AND SANG
THE SUN IN FLIGHT

AND LEARN, TOO LATE, THEY
GRIEVED IT ON ITS WAY,

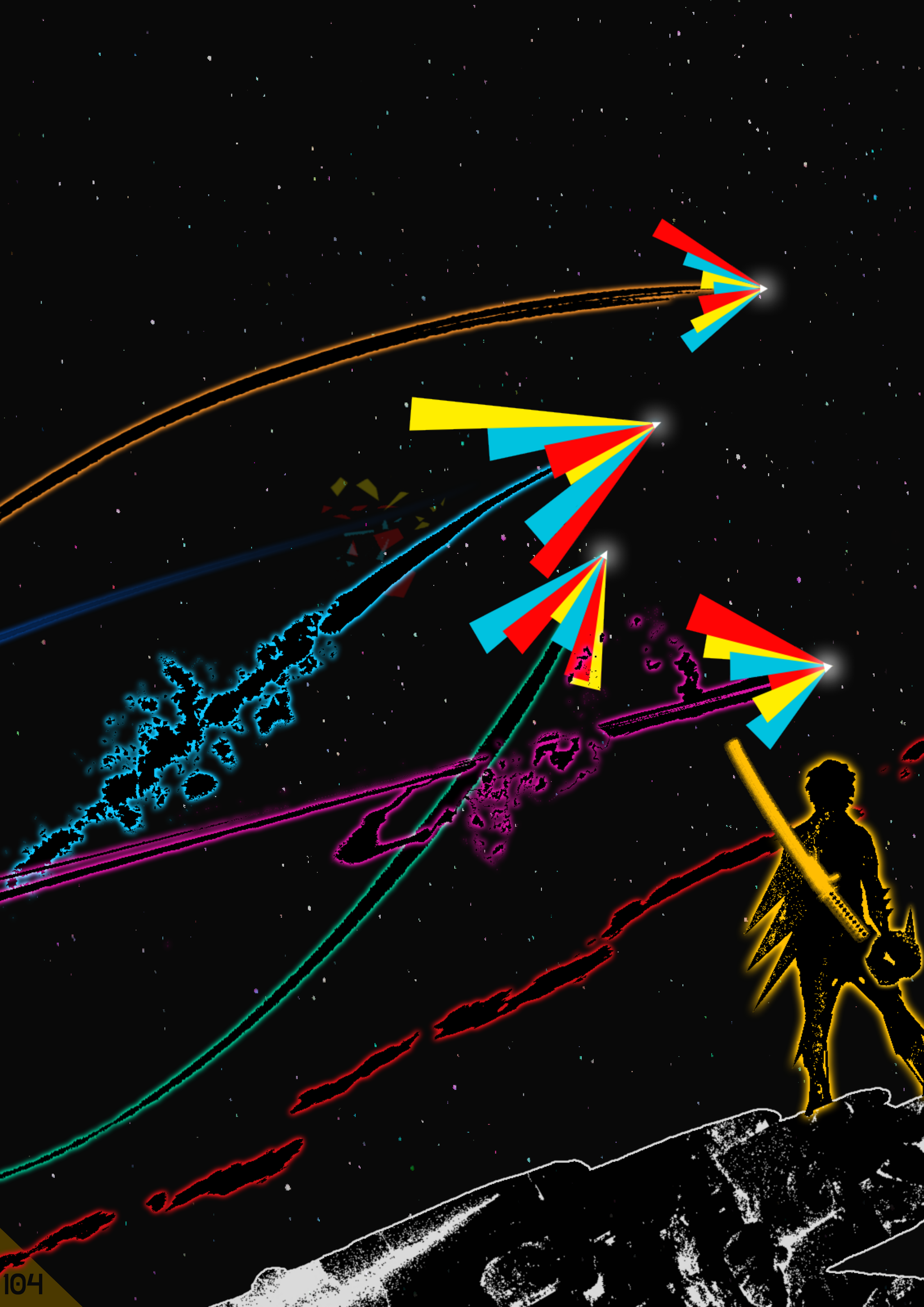
DO NOT GO GENTLE INTO THAT
GOOD NIGHT.

GRAVE MEN, NEAR DEATH, WHO SEE
WITH BLINDING SIGHT

BLIND EYES COULD BLAZE LIKE
METEORS AND BE GAY,

RAGE, RAGE AGAINST THE DYING OF
THE LIGHT.

DYLAN THOMAS



BEYOND THE VEIL

One star. Eight planets. Thirty trillion kilometers. The expanse of Prima Sol is all at once staggeringly vast and unfathomably small, a minuscule fraction of our Milky Way.

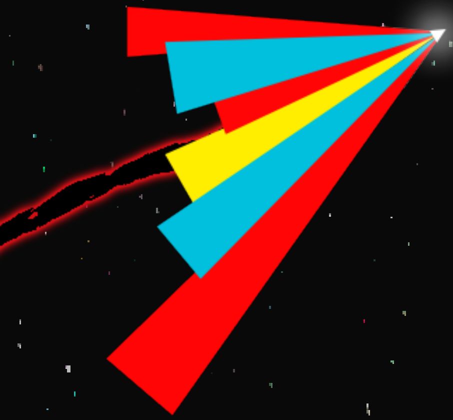
Have the other systems survived, or were they swallowed? Do the stars still burn, or were they snuffed? What else is out there, past the edges of the Veil's umbral curtain and the fringes of known space?

You are the answer, to all of these and more.

You are proof that Humanity remains—to strive, to wonder, to love. You are the coruscating edge of every once-held limit, with fire in your soul and a turbine in your heart. So rev your Drive, and remember always—

Spin free. Spin fast. Spin true.

Good luck, Revolver. **The stars await.**



CORE BOOK

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ADDITIONAL DESIGN

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ADDITIONAL WRITING

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Ada Song

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Charlotte Laskowski
Carlydraws.itch.io
Freepik
Silhouette-AC
Unsplash

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amazonpg, for showing me what the game could be
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All the Kickstarter backers
Spear Witch Publishing
The IR Discord
Caleb ZH
Percival
Sean C
P-Tier
Cat S
You ♥

LUMINOUS THANKS

Amaranth M, for believing.